



METAL GEAR

First UK review plus all-new double-sized playable demo!

PREVIEW!

GE RABER 4

The full lowdown on Namco's greatest racer! PLUS! The latest on Soul Reaver!

LL FOCUS

Premier Manager '99, Sensible Soccer, Player Manager 98-99, Viva Football — ALL INSIDE!





DODGEM ARENA MAX POWER RACING AKUJI THE HEARTLESS PLAYER MANAGER 98-99 SHANGHAI TRUE VALDR SENSIBLE SOCCER POOL HUSTLER PGY PGY 2

• ALAN SHEARER • CRASH 3 TIPS • WIN A HUGE



पूर्य ग्रेगार्ट

WHAT'S ON THIS MONTH'S CD?



Three words then. Happy new year. All hail PlayStation. Best disc ever. Cool Boarders thrills. Yaroze is boss. Max Power giveaway. Devil Dice AAARRGGH. Metal Gear Solid. Metal Gear Solid. Metal Gear Solid. Metal Gear Solid.

METAL GEAR SOLID Playable

Bestest Game In The World Ever Ever? We think so but find out for yourself with *PSMs* doublesized demo! You're welcome.

DEVIL DICE

alayah.

The *Tetris*-beater preferred by Mr Beelzebub himself. Shudder.

COOL BOARDERS 3 Play

Snowy of demeanour and Puffa of jacket, this is snowboarding.

MAX POWER RACING Player

Beat our demo and win a huge TVI See page 13 for details.

V-2000

Playable

Following on from retro classic Virus, V-2000 is a sweet update.

CCADE

Ubi Soft's Mario clone is a four player blast. Come see why.

YAROZE COMPILATION Playable

Check out the very best of Net Yaroze with the FOURTEEN FULL GAMES in our Hall Of Fame. See page 151 for details.

METAL GEAR SOLID

You've played it, now watch it.

A BUG'S LIFE

Buggin' out big time is Disney's new ant-y-hero, Flik. Antmusici













A BUG'S LIFE







After 35 issues of the Pegley era there will be a fresh face grinning at you next month. Yep, I'm outta here – heading down under in search of

sun, sea, sand, a decent cricket team and Natalie Imbruglia. Of course.

It's good to go out on a high though and it doesn't get much better than this. For starters, we have over 20 games on the CD. This includes 14 full Net Yaroze games to complement our feature on the exciting future for PlayStation programming. On a more professional level, this month's issue features two 'proper' titles which are as good as' anything I've ever witnessed.

Ridge Racer 4 is previewed on page 38 and it is truly wonderful, looking even better than Gran Turismo did on its Japanese release. Naturally, an exclusive review and playable demo is on the cards, as per this month's cover game. It's only February, but Metal Gear Solid has already put in an early bid for Game of the Year. PSM proudly brings you the exclusive UK review on page 80 plus a double-sized playable demo.

Next month *PSM* will bring you yet another review/demo package of *Legacy* of *Kain: Soul Reaver* (previewed on page 50), as the magazine continues to provide the only demos worth playing and the only reviews worth reading. It won't bring you my boyish good looks or nicely rounded signature but, hey, no worries...

G'day,

Robbedey

Rob Pegley (Outgoing Editor)



Official UK PlayStation Magazine

こうにとうにしこ

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PRIMAL SCREEN PREPLAY

Developers quizzed, boffins questioned, eggheads interrogated... The inside deal on the games you'll be buying in six months' time.

Monaco Grand Prix

Could this be the Schumacher to F1's faltering Hakkinen? Start your game engines

Prince Naseem Boxing 46

Quiet, unassuming, demure Perchance not

Retro Force

A retro rocker for the older skoolboy



A sneak peek at the games almost ready for the shelves. Is it looking good or is it looking grim? PSM gives you the lowdown.

Premier Manager '99

One of 1998's biggest hits gets a fresh set of stats. Is it champ or chump?

Warzone 2100

Command & Conquer with 3D knobs on Altogether now. "Hive kankered weurlds

WCW Thunder

Of Lycra, leverage and, um, lovebites You know what we mean Maybe

Bloodlines

Four-player fest from the far future

Global Domination 62

In which you dominate a globe

Running Wild 63

Anthropomorphic antics in this sprint 'em un



Shells! Camouflage paint! Thick armour

plating! Yup. it's Turret's Syndrome

Tank Racer

Fact: The Official UK PlayStation Magazine is the world's best-selling videogames mapazine. The only mapazine with an Official demo CD rach and every exonth. PSM is also the best written and most clearly designed mapazine on the sheet. This market leading position means that we can review pames. rather than compromise our views in pursuit of an exclusive

rather than compromise our easy - under that compromise our easy or cover o

acts Cony provide exclusive information and game demos, but do not compromise our efforcial stance. PSR is 100 per cent editorially independent: guisanteed. PSM is written to an adult, entertaining manner. Eree from

technical jargini but with the necessary expertise that.
PlayStation maners demand. PSM drops the usual impokes and

infamilie humour for quality. We tell you the latest news, talk to infamile humour for quality. We left you the latest news, talk to the most important people in the industry, discuss the most research stoss and ensires the most exciting games on the planer. And with our deem discu, we left you play exclusive levels from the best [Institution games and planer] that the shelves affilm the world's best selling videogames magazine. Fact,

















PLAYTEST

You want reviews? You want them informed, authoritative, opinionated, entertaining, clever and unbearably honest? You got 'em.

Metal Gear Solid

At long lung last. Konami's sheak em ap res the UK. Come see the future

Akuji The Heartless 90 Black magic stierlangers with Edds visitati ambier Spookyl

Viva Football 92 te stest extest vitte

turily batterpolates

Sensi Soccer 94

Te led Med Mital in Coly Sweepstake Str. Ind an york

Max Power Racing

the letter they was on

Poy Poy 2 The lif fellas with the predisposition for

group violence are trotted out for a renul

Dodgem Arena

Future sports runabout with a storming grum ri bass soundtrack Bangin

Player Manager Season 98-99 106

os rejoice! The game that reduces the beautiful game nencal equations returns

Shanghai True Valor 109

ings or relies quaranteed will the Mar ungglaise the land of the many our

Plus! 111

FEATURES



First Look Ridge Racer Type 4 Just but in Japan Ridge Racer Type 4

looking to out race ever Gran Tunismo Come see what all the luss is about

Analysis: Soul Reaver 50

= 500 Reever really better than Tomb Asidem in abes it um subs² PSM visited. Siyste Oyramus HQ to find but

Do It Yourself

70 Fanc, making your own PlayStation games? We come to the world of Net various

REGULARS

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of the original. Parasite Eve

is a superb modern day RPG

it's chunky looks are totally

out of date. FFVIII however

is certain to appear.

denied UK release. Here's hoping it's released before



SQUARE DEALS

SQUARESOFT FINALLY READIES UK RELEASES



quaresoft has announced that - rather than channelling its considerable output through the bulging portals of the

Sony machine - it will be founding its own office in the UK to look after its games exclusively. This good news sets the scene for a clutch of Square releases, the recent crop being denied UK release as wrangles with Sony and UK publishing rights continue. The last UK Square game being Bushido Blade, released over a year ago. Seems we can expect Parasite Eve, Einhander, Brave Fencer, Bushido Blade 2, Xenogears and perhaps even Final Fantasy Tactics and Chocobo's Mysterious Dungeon to appear at last.

As to who'll be releasing these fine games, the money men are still deciding... The assumption that Electronic Arts (the FIFA folk) will be picking up the games after a deal in Japan and America seems increasingly incorrect. The European territory is still up for grabs with Sony insisting that Final Fantasy VIII

■ P9: Wipeout returns ■ P13: Max Power compo ■ P24: Jungle Brothers

■ P10: Beat Mania ■ P16: News from Japan ■ P26: Booty ■ P32: No Fear MB

■ P11: Mr Sony PlayStation ■ P22: WIN A CAR! ■ P28: Chiller Killers ■ P33: Infogrames

7h

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Final Fantasy Tactics was treated to a full American translation but still no UK release! And will Chocobo finally make it over here?

(the cream of the Square crop) will be 'the next Square game released by Sony,' indicating non-ownership of the other games but a gritty intent to secure the jewel in the crown.

The subject of yet more 'no UK' rumours is Square's fighting feast *Ehrgeiz*. However, given the quality of the finished Japanese game we've been playing here at *PSM* we see this as being highly unlikely (and commercially suicidal).

Far shakier is the fate of the two new *Final Fantasy* games. These PlayStation remakes of *Final*

RE-ENTER THE DRAGON

THE RETURN OF DRAGONQUEST

mpossible though it may sound there once was a series of RPGs that outsold *Final Fantasy*. First released on the Famicom back in 1986, ENIX's *DragonQuest* constantly outsold it's Square rival shifting over 20,000,000 units worldwide in comparison to *Final Fantasy's* pre-FFVII total of 18,500,000 units.

Seems the old battle is back on, ENIX is ready to finally unveil *DragonQuest VII* – the very first *DragonQuest* for PlayStation – in head to head competition with *FFVIII*.

Like FFVII did before it, the PlayStation allows the series to finally pop into 3D with

the familiar DragonQuest hero – the appropriately named Hero – to wander freely with his tiny yellow dragon, Mary Belle (the feisty daughter of the town's head fisherman) and Keefer Gran (the Prince of Granestado and mentor of Hero). We kid you not.

It's pointy-hatted detail like this that has installed *DragonQuest VII* at the top of the Most Eagerly Awaited charts in Japanese PlayStation mags for the last year and a half. Whether this RPG-mania translates to the rest of the world waits to be seen but it looks like *Final Fantasy* has finally got itself a rival.



Fantasy IV and V, available back in 1990 for Nintendo's 16-bit SNES have both have been translated in

English for an imminent release in the States. A UK release is therefore one step closer.

However, given the 'spong' target audience (the games being almost direct ports of the originals with all the cruddy graphics and sound intact) it's debatable whether

they'll find favour over here.

And no Square news story would be complete without news of YET MORE Square releases. The first is *IS: Internal*

Section, a game mooted to merge sound and graphics to create a highly original whole. At present it looks frighteningly like crusty old *Tempest*, though naming the different weapons after the 12 animals of the Chinese zodiac is a nice touch.

Secondly there's *Cyberorg*, a sci-fi action game pairing third-person shooting with close-up fisticuffs, doubtless inspired by the free roaming combat of *Ehrgheiz*.

Thirdly – and most bizarrely – there's *Racing Lagoon*, a combination of racing game and RPG with a pleasing cyber-punk feel. It features an extension of the car customising theme of *R*₄ and *GT*, plenty of characters to play as, story-telling interaction between drivers and ever better tracks being unlocked with improved placings.

And finally, a release date for Final Fantasy VIII has been confirmed – 11 February in Japan – allowing us to get to grips with the monster at last. Expect the first full lowdown on the Japanese game in PSM soon.









The superb Ehrgeiz must get a UK release. Internal Section's mad blasting. Cyberorg the hi-tech fighter and Racing Lagoon.

Pssst!

■ P30: Alan Shearer

Rumours milled, tittle tattled, whispers heard, gossip spread.

Think you know your games? BBC2 is looking for contestants to appear on a new Sunday morning 'interactive' game show. If you are aged between ten and 14 and have a bonce full of digital nonsense, write to Steve Berry at E400 East Tower, BBC Television Centre, Wood Lane, London W12 7RJ and tell him, in 100 words or less, what's your favourite game and why. Get scribbling yesterday... The new issue of pro comic fanzine Wizard carries a free Future Cop: LAPD mini-comic, paving the way for a full version from Resi comic producer, Wildstorm. Wot no Metal Gear comic from Image?... June sees the Japanese release of a sequel to funksome dance 'em up, Bust A Groove, Get them flares flappin' NOW... Activision has announced that it is working on a 3D Spider-man title. With worldwide comic book sales of over 15 million, interest is guaranteed. Whether it will appear in time to take on Titus' oft-mooted Superman game remains to be seen... Sticking with superhero antics, Activision has announced that its forthcoming 3D fighting game based on the X-Men will finally see the insides of PlayStations some time during autumn 1999... Also on the cards from Activision is Civilization II, the God-like PC smash. You control one of 27 civilisations, in an effort to ultimately leave the planet for space..

THQ is going ballistic in the States with a multi-million dollar advertising campaign for the upcoming Rugrats: Search For Reptar, involving TV, magazines and radio demonstrations at the



Nickelodeon Theme Park in Orlando. It's unlikely that the same level of saturation will happen here... Rampage 2: Universal Tour is on its way, courtesy of Midway. Featuring four new characters - plus old ones - and involves slapping buildings and haranguing the military. Expect it early in 1999... ReSaurus, purveyor of fine quality plastic figurines is knocking out six Gex figures... According to whispering Japanese games buffs the sequel to PaRappa The Rapper may have less in common with the first game than originally thought. Titled Unjammer Ramy, it will ditch the rap vibe in favour of guitar-based rock. Oh dear. Expect it around May... The PocketStation has had its Japanese release put back a month. It should now be ready around 23 January... Uprising X, 3DO's PlayStation adaptation of the successful PC title, is on its way ... Gossip has it that Resident Evil 3 may be wildly different from the first two instalments. It's expected that the title will be much more challenging than previous efforts...



TOTALLY EXHAUSTING

DRIVER PREPARES TO LEAVE THE GARAGE



t long last. More news on

since our Primal Screen (PSM34) has been arousing mucho anticipation among prospective Bullits. So here's the latest. It's expected around May. It's going to be released by GT Interactive. And it's looking remarkable. The title involves driving and plenty of it. In some ways, it bears comparison with Grand Theft Auto. Like the Take Two game, you bomb about getting missions from other characters and avoiding the long arm of the law. However, while GTA was a visual shambles, Driver looks to be a beautiful beast. Displaying the automated mayhem in high-res, the title now includes night sections and some highly impressive lighting effects.



Looking impossibly funky, Driver purports to let you motor about huge cities, totally free to go where you please, as fast as you please. Begin choosing tan leather, lattice slipons, right about now. You're so money baby.



Equally funky are the pedestrians. They mill about, walking, running or simply being boring and sedentary. Also chucked into the melee is a host of weather effects which will compromise both your vision and the car's handling. You play Tanner an undercover cop posing as a getaway driver. In your effort to expose numerous wrong-doings you taz around Los Angeles and New York and take on San Francisco's iconic undulations. The real boon is the fact that you are, allegedly, free to drive wherever you wish: over pavements. across junctions, down busy high streets more. Each of the four cities boasts 20

PAST GLORIES Reflections is no novice to automotive PlayStation affairs as these two big babies contest. Destruction Derby (PSM1-7/10)

retro soundtrack.

Back in November 1995 this motorised medley proved that flooring a rusty jalopy the wrong way round a track into an oncoming wall of manned, speeding steel could be fun. Six tracks plus a stupid amount of rival cars equals a world of petroleum pain for sensitive souls.

all depicted in high-res. The handbrake

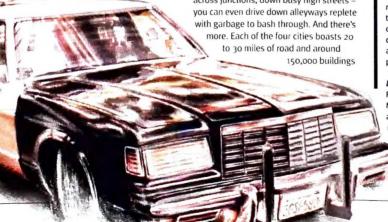
enables lunatic 180 degree-spins, you can

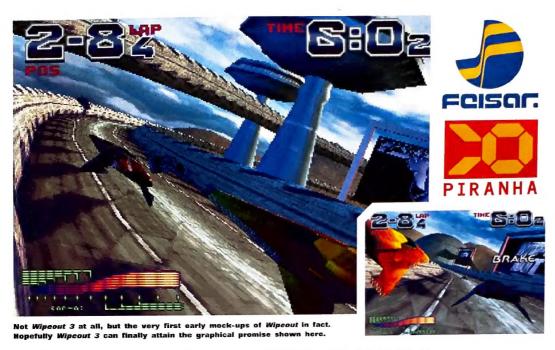
direct your own car chases and the whole

thing bounces along to a funkadelic

Destruction Derby 2 (PSM13-9/10) Further windscreen shattering came in November 1996. More tracks, a pit option and further emphasis on actual racing made this sequel vastly superior to the

original and subsequently a big hit. Even with the slightly more subtle competition-based ethic, it still entailed car carnage. Thankfully.





IT'S BACK TO THE SLEDS FOR WIPEOUT 3



fter dabbling with new genres, pushing the boundaries of gaming and releasing some distinctly six out of ten

software, Psygnosis has finally got the message and is returning to its first PlayStation blockbuster – with a third version of Wipeout.

Rumours surfaced on the Net about plans for a third game in the successful series, but only PSM has this exclusive info, ahead of an announcement to be made to the rest of the industry in late January. Currently, the game is without a name but the favourite (at Psygnosis and at PSM) is Wipeout 3, the excitingsounding Wipeout 2000 being ditched as this would mean the third game takes place 97 years before the second.

PSM can reveal that the new game will offer the split-screen two-player mode missing from both Wipeout and the sequel Wipeout 2097. Whether this will be at the expense of the superb link-up

> game isn't yet known. There will be eight new tracks, with mirrored versions upping this total to 16 and five new racing teams, plus the possibility of the return of the old favourites. A major shake-up is promised for the game modes available. Single Race

mode, Time Trial and Competition will be joined by a full-on Tournament, with multiplayers racking up points for placings in races in an attempt to lift a suitably cyber-styled trophy.

A whole new clutch of weaponry is on offer (details soon) and Designer's Republic, the team responsible for the logos and hi-tech look of the earlier games, is once more on board. Finally. that most important of Wipeout elements, the soundtrack, is again being created by a line-up of to be announced dancefloor all-stars. We'll have more Wipeout 3 info, exclusively, as it is revealed.

WIPEOUT WISHLIST

hile Wipeout 3 is taking shape we thought we'd contribute our own list of features for the game. With any luck this little lot will he on board.

- Hi-res mode (512 x 240)
- 60 fps screen update
- Two-player link-up (four-player)
- · Save to memory card
- Two secret tracks
- · Rear-view mirror
- · GT-style replay mode
- Craft customisation
- · Compatibility with Namco's Jogcon™

989 Studios appears to be in the cockpit for the sequel to WarHawk. An all-new gaming engine is highly probable as the (uninvolved) developer Singletrac has the rights to the original... Namco's Star Ixiom allegedly incorporates strategic space shooting and is due for release on the PlayStation in the first half of 1999. It also features the return of the outsized insectoids from the classic coin-op favourite Galaxian... Adrenaline Entertainment is set to produce both a boxing game and a rodeo game... Square is planning an assault incorporating both art and music in 3D. Internal Section is in the style of Tempest you traverse a tube blasting wildly at its inhabitants. It is supposed to have a kaleidoscopic feel... A 25track CD featuring tunes from Namco's Ridge Racer 4 is to be released in Japan. We don't know whether there are plans to subject the British to this daft electronic bonnet boogie as yet ... EA's deal with **Westwood Pacific is starting** to bare fruit with Sports Car GT. Expect 45 licensed cars, authentic tracks, real time racing and a 'pink slip' option where players race each other for car ownership. More news next issue... Hudson Soft's Bloody Roar 2 could soon be ripping things up on these windy shores. The arcade version sports far superior visuals to the first game, as well as the expected new characters and moves. How much of these things will actually make it on to the PlayStation version is still open for debate... Acclaim is getting revved up over its new racer - Re-Volt should weigh in with around 28 vehicles, 14 regular tracks and four multiplayer

arenas, including a race through a supermarket...



As PSM males have their damp hair dried by fantoting Milanese waitresses, Chocolate Buttons are nibbled and Absolut quaffed. On occasion, minds wander to eogames. These ones.

METAL GEAR SOLID

Make like a chameleon, while attempting to mate with bricks and soil. Avoid sweeping pupils of dies or be impaled on heated gun-evacuation.

RIDGE RACER 4

Most mercurial mentertainment. Exhaust your automated apparatus about oscillating roadery in an effort to actually be the first place.

LEGACY OF KAIN: SOUL

Depress elongated molars onto human neck bits to syphon life juice. Flap about shouting, "Boo, I'm a vampire, be scared..."

CRASH BANDICOOT 3

Mammalian mooching, with a hurdling bent. Prance, like hot vinegar has been squirted up your behind, while avoiding multifarious annoyances.

ASTEROIDS

"Put down that Asprey cane and walk," Jesus might have demanded of Mr Asteroids. The bouldered geriatric is back and he hasn't mislaid his pea-shooter laser.

KNOCKOUT KINGS

Apply traction enginearms to soft face in an effort to render features bulbous. Flatley leg-work x leathery paws + opponent's visage = bloody canvas.

THE BEAT GOES ON

he easy excuse is to say 'only in Japan' and be done with it. but with an incredible half a million copies sold, the success of Beat Mania can no longer be consigned to the drawer marked 'Oriental Cult.' Despite ploughing considerable time and effort (and money) into promoting Metal Gear Solid, Konami is set to give Beat Mania a UK release this summer. Back over in Japan however, the phenomenon is gathering even more pace...

> As reported in this issue's Orient Express (page 16), Konami is planning to follow up its Beat-Mania for nippers game Pop 'n' Music. with a further 12 Beat Mania games in '99 one of these being the add on disc and audio CD combo pack, 3rd Mix, again previewed last issue. As with every other game, a line of

> > merchandise has already been launched, including Beat Mania record bags, CD players, bobble hats, T-shirts and even lighters. Coolest of all though has to be ASCII's turntable controller. A cross between a Technics

SL-1200 and a joypad, PSM can attest that the controller gives Beat Mania a new lease of life, but trainspotters should keep their eyes out for the newlyreleased limited edition variants. Featuring individual designs and buttons that light up when hit (oooh), there are three of these new models. The Foo3 is orange and designed by Groovisions, the Foo4 comes in white and was crafted by TGB, while the Foos is yellow and was lovingly sculpted by one Hibiki Tokiwa. Only 1,500 of each have been made, but

2 (D)

beat mania

bed

expect more of these and other Beat Mania oddities to appear on a Booty page near you. That's providing PSM can persuade its lovely Japanese correspondent, Nicolas Di Costanzo,

to beat the queues and send them over.

> The Mania that is Beat births all manner of plastic shambles. Besirable tools for the nondisk jockey to attempt to get jiggy with, very much, it.







A PAIR OF LITHE SORTS, BOTH EAGER TO GAMBOL ACROSS APERTURES, GUNNING DOWN HOSTILES HOWEVER, WHILE ONE CHAMPIONS THE GANVAS SHORT, THE OTHER FAVOURS THE TIN TRUNK, WHICH, PRAY, IS BEST?

EAST NAME	Tomb Raider 3	Pax Corpus
PRICE O	£39.99	£29.99
Problems 67	Eidos	Cryo
WMATS TWEAT MENTINGE	Eidos has already sired two previous incarnations of the vested posh. But it also excreted Ninja, Fighting Force and Swag Man into the digital melee.	A veritable humiliation of produce. Versailles, a historical point 'n' click adventure. And Atlantis, an adventure. Which was point 'n' click.
SA WALL DO THESE	Yah-hoo, unfulfilled by life of Port and	Kahlee an angular, futuristic bint, struts

Trail 1 1 E macaroons straps on shooters 'n' shorts nd legs it in search of dogs to kill and ld stuff to rob.

about corridors occasionally ambiguous in their existence - pinging tasers at enemie who ignore her.

EXCLUSIVE TO PLAYSTATION

Nay, nay. Beardbased PC types indulge too.

'Fraid so.

HOW SMILLAR ARE

Not at all. The Croftster frisks about like an oil-soaked. nude Bernard Manning down the Cresta Run. There are brain harvesting puzzles too.

Not at all. Kahlee cavorts like a dead sloth buried in an iron lung. The title's teasers would cause few problems for a drug-addled tramp ug-addled tramp ho's sold half his brain to buy Brasso.

THE MOST INTERESTING FEATURER

Cashing in on girl band, pseudo-Soho, fash paraphernalia. Lara attempts to get jiggy by having an earring stapled to her belly node.

So spaced out is Kahlee, that when her flapping limbs meet wall, one invariably gives. Result: chastity pants appears armless. Heh.

PSM SCORE?

WORTH BUYING?

10/10

Definitely. Pass over the requisite coinage today. 2/10

Only if the retailer accepts pebbles and twigs as currency.



RAVING RETROSPECTIVE

Here are just a few of our previous Grand Day Out winners. Barking, the lot of them.









[1] Mr Yeomans from Cheshire did the decent thing and had Lara tattooed on his arm for 6500. [2 - 3] We were inundated with hundreds of girls dressed as Lara Croft. They all got £100 each. [4] Colin Watkins engineered this fine hair art (and sported it) to grab himself £100. [5] And perhaps most famously of all, Mr May of Reading got married dressed as PaRappa. The reason? £1000 from PSM.

DEVIL'SADVOCATE



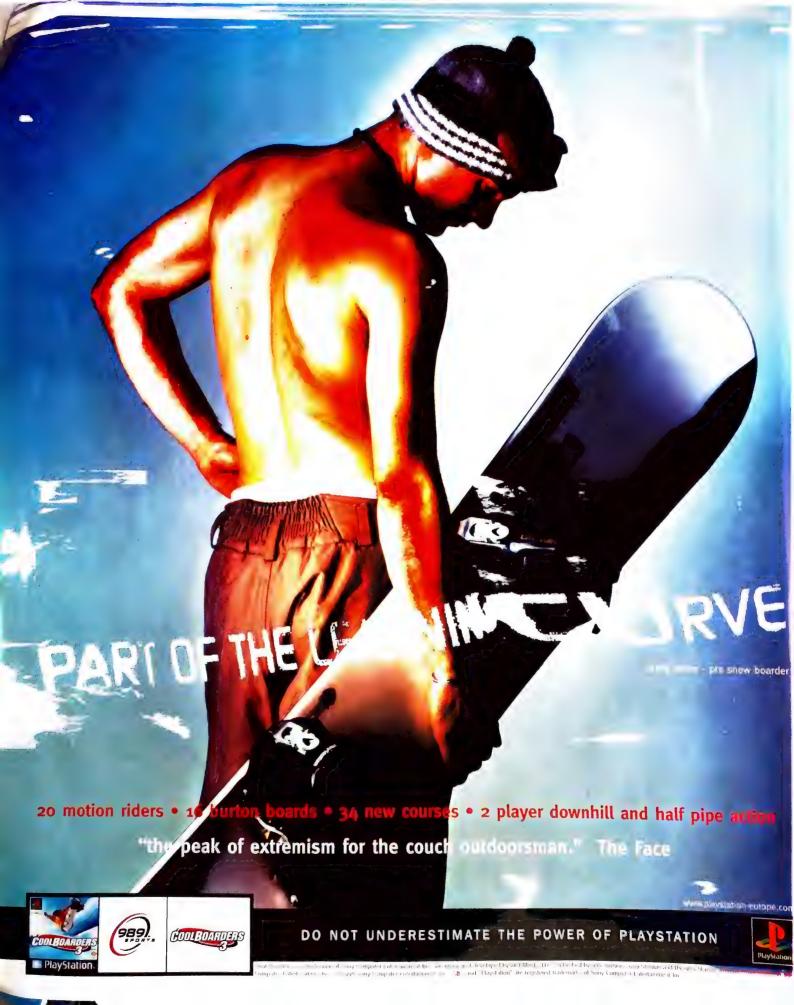
A red pen, a black pen, one serious hangous and a typewriter with a bile-encrusted ribbon. PlayStation industry, heware...

A question. Do you shave? What about drive? Or drink? The reason we ask is that this Xmas saw the PlayStation go 100 per cent massmarket and reach a brand new generation of gamers. If you're a PlayStation young 'un, welcome aboard – we hope you enjoy what you read.

So a year of discovering *Tekken, Metal Gear* and *ISS* then? Not if certain companies had their way. See, just because you're young, some publishers think you don't deserve 'proper' games. Nope, for you there must be a diet of TV cash-ins, dubious film licences and 'amusing' titles with naff cartoon graphics. *Frenzy, Iznogoud, Space Jam, Hugo* (reviewed this issue)... All of them aimed at The Kids and all of them destined to be bought by over-concerned parents desperate that little Johnny isn't corrupted by nasty games.

And if Johnny's parents are reading this, for God's sake *don't* buy those titles unless you want to turn your child's brain into thought-free offal. Unless there's an age rating on the box, ALL games are for children just as ALL games are for adults. Titles such as *Metal Gear* and the *Final Fantasy* series have believable characters and complex plotlines – things that the majority of so-called kids' titles are woefully lacking. No one's suggesting your eight-year-old starts his or her PlayStation life on *Resident Evil 2* but believe us when we say rather that than *Rascal*.

and even *Barbie*. If these are good games, then buy 'em. Crash Bandicoot isn't the most sophisticated of characters but he's the star of a superb game. BUT if they look like a pile of patronising guff with all the longevity of a *Ninja Turtles* calendar, then do your nippers a favour and buy them *Bust-A-Move 4* instead. See a game isn't just for Christmas, it's for a few months after as well...



TYPICAL

THE MORAL CRUSADER

ith rough tweed skirt cut below the knee and peat-hued twin-set and brogues, the moral crusader cuts a distinctly arable figure. Her cracked plaster complexion, teamed with acicular nose and chin, further define a beast who would not be out of place in a Victorian sideshow. She is the embodiment of ethicality. Integrity incarnate, chastity is her all - although it's never really been tested.

Name: Maude John Baggage Age: 49, never been kissed What does she get up to? Harassment, mostly. Tedious badgering and irritation.

Why so? She believes her ethical stance is the righteous way and should be applied to all: films, music, literature, art and, most recently, video games.

How is this achieved? It's not. She is viewed by all within the creative industries as a joke. Consequently her phone calls of complaint

and letters of anguish provoke, initially, amusement, then boredom.

Is she aware of this? Seemingly not. As her perseverance never wanes, Interestingly though, Maude's Edwardian anger at society's affection for cartoon violence and unhinged destruction leads her to continually pester Jesus Christ for guidance, through prayer. Any luck there? She's sure he'll get round to her when he's less busy.

Perchance some relaxation time? Yes, When not constructing anti-Dead Or Alive placards -'Don't Beat The Teat' - she enjoys the songs of John Denver and the hilarious slapstick of BBC's Compo, Cleg and Foggy.

Anything else? Well, she did enjoy her position as Social Secretary of her local Horticultural Society. However, randy Squire Flute, owner of a nearby trout farm, popped his hand on her knee during a meeting. She took one look at his port-inflamed nose and hasn't been back.

So that's it then? Yep. Apart from her collection of Danish cinema classics - purely for research, of course. And a sack of suspicious rubber appliances.



TAKE MAX POWER'S TIME TRIAL TO TRIUMPH





Things measured in inches are often exaggerated. Not the prize TV though, it's 28in of visual lovin'.



nother month, another storming compo. This time it's Max Power Racing from Eutechnyx which could soon

become the focus of your relentless late night games playing.

Those of you who saw last month's Rollcage time-trial will know the form. Load up Max Power Racing from your demo disc, then take a spin around one lap of the track in your Toyota Supra. When you glide across the line in - no doubt - fine style, you will be rewarded with a time and a verification code. Send the code and the time to Eutechnyx at the address below, to be in with a chance of winning major goodies. Ignore the 31 January 1999 closing date on screen and make sure your entry arrives by 1 March 1999. For the country's most speedy amigo, there's a first prize of a Sony 28in Dolby Pro Logic Surround Sound Widescreen TV, a Sony PlayStation Dual Shock

Pack, and a copy of Max Power Racing. The four runners up will each get a copy of Max Power Racing too.

Here's the address for those tasty times... Max Power Competition (PSM), Eutechnyx, Metro Centre East Business Park, Waterside Drive, Gateshead, Tyne And Wear NE11 9HU.



Beat 'Em Up

The fourth Ridge Racer barrels onto the PlayStation to try and banish thoughts of Gran Turismo and TOCA 2 Can it? Could be

Nearly four million PlayStations sold which, it stacked end to end, would create an enormous line of PlayStations.

The much underrated comedy force that is Kenan & Kel. Seek out the astonishing Good Burger and laugh Oh yes.

PSM scoops the INDIN Award for being the Best Mag In The Known Cosmos And other places too.

Last month's fantastic Rollcage compo is becoming really rather heated. Current office best: 25.73. Can you do better? For a car!

BEAT 'EM UP

Hits and misses beamed direct from Planet PlayStation

KNOCK 'EM DOWN

EastEnders getting it wrong wrong WRONG by showing sprogs playing Spyro as a two-player game. Nice try, no cigar, PSM said smugly...

Hugo the abominable pixie. It's like Metal Gear Solid never happened.

Ridge Racer 4 JogCon. It's a bit - but not very - good.

Yaroze rip-offs, Total Soccer is better than Sensible Soccer and Shanghal True Valor is just about Mah Jongg. At forty quid a pop, shouldn't someone be trying harder?

The annual return of that old tabloid favourite, the Joypad Thumb. Bit short of news after Christmas, are we?

Knock 'Em

ASTEROIDS CHALLENGE

SIX MEN. THREE DAYS AND A BROKEN RECORD

ver wondered what it takes to get in The Guinness Book of Records? 72 hours of playing Asteroids, according to Web

collective ClanUK.

Its six-man team has recently broken the record for continuous playing of a videogame by blasting away on

> Activision's re-vamped classic for three days solid. Quite an achievement, although not as thumb-breaking as it sounds, as each player only had to play for an hour at a time

before handing over to the next man in line. Lives weren't a problem either - when players died they simply had to immediately restart. The record attempt was held in conjunction with Activision and the entire event was videoed for scrutiny by Guinness officials to make sure that the contestants didn't sneak off down the pub. Warning: the PSM team intend to destroy this record at a date in the near future









he cabinet commanded "Use the Forcel," and who was I not to obey, for those were the years of George Lucas's trinity (Luke, Han and Holy Guinness). When you'd just had your internal organs detached by the speakers at the local Odeon what wouldn't every 11-year-old jedl give to hop in an X-Wing and take on Mr Vader personally? The stage was set for the Star Wars coin-op to make its entrance.

In a service station off some distant arm of the M1 the suggestive curve of the Death Star waited in the darkness. Never mind that its rudimentary vector

graphics were just so many red and green lines, its every scribble exuded Imperial menace. Craning your neck to see over some spotty teenager's shoulder you'd witness the first wave of TIE fighters diving past, flashing their exoskeletons. It wasn't long before you reached the scene that was to burn its image into your soul. The trench.

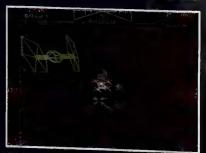
Oh, the trench. The vanishing point perspective, the twirling asterisks, the gaping slot...

Despite the passing of the years, the imminent release of The Phantom Menace on celluloid, the polygonal Star Wars Arcade game (currently being re-vamped), and home titles Rogue Squadron and Masters of Teras Kasi, we still

remember the gulf left after you had spent your last ten pence on blowing up the Death Star. Then you had to do it all again. Only with surface towers. Lots of 'em. It was enough to make you turn to the dark side or, in our case, buy a Commodore Vic 20. It amounts to the same thing.

Pete Wilton





Utilise the power of Sir Alec Guinness and guide your lasers into the slet of deem.



DO PLAY WITH FIRE

ΔΟΧΠ

Spyro the Dragon. Too hot to handle, get hold of a copy immediately.

www.playstation-europe.com/spyro

adventure game, but its own original quirky OK, so we've had, but he oute for his own good, and tself was far from expansive. esy charms can start to wear a while. However, these two will usly bowing down from the ful character' platform with the Spyro, the intrepid little dragon roic exploits are finally making debut.

m the evil spell of Gnorc the d them all into crystal through a vast array of freeing all his draconic can make his way a showdown.

Univermanic nuited and of white

This collaid success, as no tyke, but is also gamers young a and the mischie

However, it's appealing – the PlayStation to frenvironments. I much wander a going from the exception will each of the free a fire the exception will be a fire t

slil









Official UK PlayStation Magazine

ORIENT EXPRESS

NEED TO KNOW WHAT'S BIG IN JAPAN BEFORE EVERYONE ELSE? PSM'S MAN IN THE EAST, NICOLAS DI COSTANZO HAS THE INSIDE SCOOP. OTAKU BEWARE...



top secret screens from FFVIII Only a few weeks to go now...

IT'S COMING...

ust as UK games mags have been scrabbling around for info on the upcoming Final Fantasy VIII, so too have their Oriental equivalents. This month, Square has treated the Japanese games press to a whole host of new info on the long-awaited RPG. New characters and control system information have been released, while a superb new CGI movie has shown Squall and Linoa dancing - a romantic interlude somewhat darkened by the presence of the evil witch, Edea.

Five new characters have been revealed. Irvian Kinnears is a sensitive 17-year-old who looks like a cowboy and handles guns just as well. Kistic Tulip is a mysterious character whose age, skills, and even gender, is unknown the only hard information being that she/he is a teacher at the Garden military academy. A similarly unknown property is Selphie Tilmitt, a fellow student of Squall's at the Garden, now run by Final Fantasy stalwart Cid. Finally comes the bizarre Moonba.

A non-human, Moonba is a

creatures' blood to memorise

creature who lives in the

desert and licks other





them. Easily scared, but incredibly loyal, Moonba is the weirdest addition to the FFVIII cast yet. Also revealed is a new mysterious building. Constructed in the desert, it consists of three towers all linked by bridges and containing elevators that go down deep into the ground.

FFVIII's game system has also been overhauled. For example, in Final Fantasy VII, if a character was 'levelled-up,' the enemy's level stayed the same so a level-up was required to defeat him. In Final

Fantasy VIII however, the enemy's level will change according to your character level. This new feature will avoid unbalanced battles and appeal to more inexperienced gamers. Square has also revealed examples of the 'draw' system (present in FFVII) which enables players to steal enemy magic after a battle. With the game finally released this February, Orient Express and PSM will bring you a full preview of Final Fantasy VIII as soon as it hits the shelves.

HUNGRY LIKE THE WOLF

ears after producing El Viento and Sol-Feace for the Mega Drive, estimable development crew Wolfteam is set to return to the world of consoles with 3D action title, Cybernetic Empire. One of the new breed of Metal Gear clones, Cybernetic Empire's primary character is a commando whose objective is - surprise, surprise - to defeat a mysterious paramilitary organisation. Both joysticks of the Dual Force pad will be used to control the character, the left controlling both movements and horizontal view, with the right controlling the vertical. A vast array of items and weapons are available, including energy beams that enable you to pass or transport over obstacles. With most of the scenes set inside an underground base and plenty of NPCs popping up, Metal Gear could have a rival come March.









Old skool developers Wolfteam send in the clones with its Metal Gearesque Cybernetic Empire. Can it topple Solid Snake and chums? Um, no.





Characters old and new turn up for Street Fighter Zero III. FIGHT!

HEROES AND ZEROES

s Rival Schools proved, Capcom converts its arcade hits well. This year sees the conversion of Street Fighter Zero III, featuring the full coin-op quota of 25 characters - a collection of 18 classic characters (Ryu, Ken, Zangieff, Dhalsim, Chun-Li, and so on), plus seven new combatants. These include Cammy, E Honda, Blanka and Vega defecting from the Street Fighter II X series, plus Cody, a Final Fight character. The real news is the introduction of Karin, a female high school student who appears in the weekly Shueisha manga comic strip Sakura Ganbaru. Other characters include R Mika (the saucy female fighter from the original

Street Fighter Alpha III), plus Feilon, T-Hawk and D-Jay from Street Fighter II.

You can choose from three modes of combat - X-ISM, Z-ISM and V-ISM. X-ISM enables you to only use one combo and fight in a style similar to Street Fighter II X (ie only one gauge will be displayed). Z-ISM offers Street Fighter Zero-style fighting, with different combos and a total of three levels. Finally, V-ISM is the most complete mode, enabling fighters to use original Street Fighter Alpha III combos - or improved versions of Street Fighter Alpha II combos, as SF purists will realise. This feature was present in the arcade version but has been powered up for the PlayStation. It will be possible to set different parameters manually so players will be able to modify their chosen character to fit their way of fighting. Street Fighter Zero III will also be PocketStation compatible (players can download their favourite character and then train them on Sony's new gizmo), so it could be a good 1999 for beat 'em up freaks.

Pop 'n' Music - Beat Mania to:

the temporally challenged...

DUNGEONS

AND DRAGONS

retro 2D games on Classic

makeover for the PlayStation instead. After

rejigging Super Famicom classic Star Luster

Collections and is giving them a 3D

as Star Ixiom, Namco has turned its

As with the original game, players

lands and clear stages by defeating

dungeon-dwelling dragons. Scattered throughout the

game are different puzzles,

while the now-3D battle

scenes will be strategy-

based, players having to

find their enemies' weak

As per the original Dragon Buster, a hereditary

system has been implemented

point to defeat them.

attention to the Dragon Buster series.

must explore Dragon Buster's various

s PSM reported last month, Namco

has decided to stop compiling its





SF Zero III will be PocketStation compatible when it hits Japan.

BEAT MANIA, UM, MANIA!

he Beat Mania craze that has so engulfed Japan continues apace with the release of Pop 'n' Music this February. Geared towards younger

gamers rather than the hepsters usually associated with Konami's cool dance 'em up, the game sees Beat Mania's DJ characters replaced by some cute manga-style

some cute manga-style characters, and the emphasis placed on

co-operation rather than the turntable battles favoured by Pop 'n' Music's older sibling. In total Konami are planning to release a mighty 12(!) Beat Mania titles over the coming year.

Inevitably, expect more news next issue...



Bust a dragon with Namco's latest.

where players assume new characters for each stage. In one stage, players must choose a girl to marry and play as their own son/daughter in the following stage – the new character's attributes decided by the original choice of spouse. Don't want to get married? Then you

don't get to finish the game! Confirmed bachelors obviously won't care that *Dragon Buster* is due for release in mid 1999.

Paysam

DENGEKI CHARTS

FROM 9 NOVEMBER TO 25 NOVEMBER

TOP 10 - SALES

- Winning Eleven 3 (Konami)
- Smash Court Tennis 2 (Namco)
- (SCEI)
- The Mah Jongg (SCEI)
- Docupon (Asmik)
- O Parlor Pro 4 Pachinko (Nihon Telenet)
- @ Beat Mania (Konami)
- (Bandai)
- Metal Gear Solid (Konami)
- (SCEI)

TOP 10 - EAGERLY AWAITED

- (Final Fantasy VIII (Square)
- (Bandai)
- Tales Of Phantasia (Namco)
- 6 Saga Frontler a (Square)
- (B) Genso Sulkoden II (Konami)
- 6 To Heart (Aquaplus)
- Next Generation: Robot Senki
- Brave Saga (Takara)
- (Media Works)
- 1 Dragon Quest VII (ENIX)
- (Elle No Atelier (Gust)

TOP 5 - READERS FAVOLIRITES

- 1 Final Fantasy VII (Square)
- 3 Star Ocean: Second Story (ENIX)
- 3 Xenogears (Square)
- 4 Metal Geer Solid (Konami)
- Teles Of Destiny (Namco)

*Charts supplied by Dengeld PlayStation, the top-selling specialist magazine for Japanese PlayStation runners





OFFICIAL MEMORY CARD RANGE







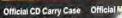




















GET CELESTIAL IN BULLFROG'S POPULOUS

anish images of spotty, Top Manclad PC boffins from your

cerebellum, for the God game Populous is destined for the PlayStation – which, naturally, makes it supercool.

You are Shaman, blessed with numerous magical powers, and it is your destiny to lead and protect a tribe of followers throughout the trials conjured up by 25 different worlds. Your ultimate aim is somewhat optimistically - to become a god. Yet, surprisingly, Populous really does offer such all-encompassing control. You can make use of armies, convert followers and even shape the

land according to your will. And even this doesn't begin to tax the 26 varied spells that the Shaman has recourse to. You can also hammer unbelievers beyond belief, using lightning, lava pumping volcanoes, plagues of insects and settlement-engulfing earthquakes. Sexv.

All this daftness takes place on a true 3D spheroid, which means that you can view the action from almost any position, as well as being able to zoom out to a galactic position to observe the entire world.

The whole shebang is drizzled with real-time terrain-morphing effects and a funky tutorial, where your headmaster is himself a god. Those who have been aggrieved since birth by their inability to turn H2O into passable Lambrusco, may find this mildly intriguing.



Sweety box of visual delish it might not be, but *Populous* could offer all manner of brain meat-manipulation for those comfortable in beard and sandals.

IT SHOULD BE A GAME

IT'S MOUNTAIN MAYHEM FROM PETER DUFFY THAT REACHES
THIS MONTH'S SUMMIT OF FICTITIOUS PLAYSTATION GAMES. THANKS
TO ACTIVISION, WE POP A REAL GAME IN HIS KNAPSACK.

The Concept

Travel the world, scaling large mountains, beating off other bearded clamberers.

The Pitch

Firstly you must hire trustworthy sherpers (not unscrupulous thieves). Then mount an ascent from base camp. Hazards include drunken Scotsman throwing whisky bottles at you and singing Welshmen causing avalanches. Equipment to assist, includes an icepick, a grappling hook and snowballs. A two-player mode involves a split-screen race to the summit.

PSM verdict

Incorporating Monty The Mountaineer, existing mountainous locations and an amusing use of regional stereotypes, Mountain Mayhem is a clear winner. Peter also makes mention of Yetis, mountain goats and rather implausibly, monkeys. Inspired stuff, young Peter.

Also of note this month: Andrew Deacon's Paparazzi: The Game, sneak about in an effort to snap minor celebs up to no good, while keeping an eye on your tiredness meter. William Duffy's White Water, a 3D canoeing sim beautifully designed and featuring it's own specialist joypad. And Silas Rayner's Airport 2000, build your own plane, shoot tanks with 'oosys', then return and build more planes. A purists vision there Silas. Well done all.



Top left: Paparazzi. Top Right: White Water. Bottom: Airport 2000.

The Calm Before...

THE STULLIN

When the deadliest Wrestlers in the world clash, your eyes and ears will be filled with the awesome power of THUNDER!

With stacks of new teatures 'Thunder' becomes the undisputed Champion.

- 60+ superstars, plus hidden wrestlers
- · Compulsive multi-player action
- · Official WCW commentary
- . Tons of devastating moves including trademark styles
- · PLUS, real arenas, real rants, real crowds, real chanting

Are you brave enough to play where only

"the big boys play"

WCWnWo

From the makers of the Nintendo 64 hit

Thunder rolls in exclusively on PlayStation on February 12th

PlayStation

The state of the s





After conquering football Electronic Arts is to have a crack at cricket too.

s the ever-swelling tide of street urchins on mobile planks attests, the noble art that is skateboarding has grown from yoof cult to full-blown sport. With this wholesale sporting of voluminous shorts and unfettered use of the 'gnarly' word, EA has decided to do the decent thing and release a skateboarding game this April.

Licensed from Japanese developer Micro Cabin, Street Skater (originally titled Street Boarder in Japan) should do for concrete what the Cool Boarders franchise has done for snow. Replete with eight skaters, 20 custom boards and 200 plus moves, game modes include Street Tour and Freeskate, each coming with different performance levels and day and night settings. Those gnarly (ahem) enough can progress through the game, opening up many a hidden course. As with most EA games, an appropriate soundtrack has been lined up, featuring US punk luminaries Less Than Jake and Gas Huffer.

For those of a more sedentary nature, EA Sports has also picked up Cricket World Cup '99 for release this summer. Developed by Horsham-based Creative Assembly, the game already boasts the hallmark licenses so beloved of EA Sports. Over 600 motion capture moves have been provided by England internationals, Adam and Ben Hollioake, while

endorsement deals have also been tied up with England's Alec Stewart and Shaun Pollock from South Africa. Oh, and there's also the small matter of it being the only game to have the license for this summer's World Cup, a tournament with a guaranteed worldwide audience of over two billion armchair spinners!

As a game, Cricket World Cup '99 will be as realistic as possible. Real players, grounds and moves are backed up by accurate 3D ball physics, real spin on the ball, variable climates, management tactics, up-to-the-minute statistics, plus unlimited camera angles, including Stump Cam and Bowler's Eye Level. PlayStation buffs will revel in the more strategy-based Captain Mode, while first-timers will prefer the Pick Up And Play option. Expect more details and screen shots to appear in the next issue of PSM.



But cooler than cricket is Street Skater.







ng out this p ng it in a class of warm water for an

with all the ga of the '90s could require. Alternatively, you could just read it.

ng games eh? So we are ly talking er... wrestling only

That's the general idea yes. However, while the more general bruiser-based games have managed to tap into thumping's inherent grace, this concept appears to have bypassed the world of bottled tan and swimsuits altogether.

Well, in general the titles suffer from a sluggish, nay lethargic, response to the player's dextrous demands (WCW Nitro, PSM34, 5/10). As a consequence one can occasionally feel rather less than totally involved in the sweaty, leathery fumbling.

They're a bit of a non-starter in the es then?

Far from it. Releasing a wrestling title normally equates to big money in the bank. They usually reside in the higher echelons of the charts shortly after release and hang about till the next one takes over.

This seems a little perplexing? From a gameplay point of view perhaps. But one must take into consideration the draw of the WWF and WCW licences. Rather like America, England appears to have sired its own mini-race of inbred, mind-mottled, Metallica freaks, with a penchant for idiocy and suspiciously eyeing

livestock. It is these sorry souls who dig watching middle-aged men tickle each other. So with every new game release, the mulleted masses hare down to their local games emporium to be one of the lucky 50,000 who get, with the game, an autographed Stone Cold Steve Austin poster – for their lounge.

Well, one has to admit they are not all that bad. WWF War Zone (PSM37. 7/10) was pretty good. And besides this, most PlayStation wrestlers feature a section in the front end comprised of rants.

Real wrestlers pre-record verbal blathering of a self-promotional nature and the gamer is given the option to play back the nonsense to their eternal amusement. The screeching most often goes something like this...

"I'm (insert name here). I'm gonna bend yah, I'm gonna twist yah and when I've finished, I'm gonna bend yah some more. I'm the baddest, I'm the ruffest, no one can hurt me, I'm the shopkeeper of pain, do you want to make a purchase?"

Sounds like fun

It kind of is. Multiplayer slapathons can be distracting and hulking gentlemen trussed up like fruit is always amusing. If not for the unfortunate attempts at creating a gaming-grappling mechanic, wrestlin would be perfect PlayStation fodder. But to seriously become respected, the gaming engine needs to be hugely refined. Oh, and sequinned leotard would have to become considerably more fashionable.







The gergoons Ford Penns in full effect, imagine pulling up outside the chip shop in this beauty. You'd get your mustry peas fer from Play Medicage, ise good and win R.





WIN

A FORD PUMA

WITH ROLLCAGE

It's not often that a magazine gives away a car valued at over £15,000 and so we're giving you ANOTHER CHANCE to enter! YOU can win yourself a brand new Ford Puma by mastering our free playable demo of Psygnosis' forthcoming super racer Rollcoge.

Last month we gave away the special playable competition demo of Rollcage on our coverdisc. At the end of the demo (a single-player time-trial lap) it dishes out a lap time and verification code (to stop you from cheating). If you haven't tried it yet, do so now. Simply place your best time and code on the coupon below and send it to the address shown. The top ten times will win their creators a place in the Rollcage Grand Final (at a date and venue to be announced) where they'll play off for the keys to the motor. And there'll be plenty of tasty prizes for the nine runners up too.

Not got last month's disc? You can order one from back issues (page 146) or wait until next month when we'll be running the demo again just for you latecomers. Get up, get into, get involved.

ROLLCAGE

- NAME
- ADDRESS
- I TELEPHONE NO
- I TIME
- m CODE

Once filled in correctly send this coupon to this address

PSM Rollcage Competition Psygnosis Ltd, Napier Court, Stephenson Way, Wavertree, Technology Park, Liverpool, L13 1HD

THE PULES

The impaction is uncertainty of the App of t



WORDS: STEPHEN PIERCE

JNGLE FEVER

PSM MEETS UP WITH HIP-HOP LEGENDS THE JUNGLE BROTHERS TO TALK PARAPPA, CAPOEIRA AND THE POTENTIAL FOR A JBS GAME BASED ON PREDATOR ...

ith its flailing beats, rollercoaster basslines and ponderous, chanted verbiage, the Jungle Brothers' Straight Outta The Jungle (1988) was a revelation. Verbally horsewhipping hip-hop back into a position of cultural relevance, the JBs (along with regular collaborators De La Soul) were responsible for making dopeness less dopy. Fortunately, they haven't gone away, firing back into public consciousness last November, with Aphrodite's Urban Takeover mix of their classic Jungle Brother tune.

"Yeah, we've just come off touring," states JB number one, Mike G. "We're currently finishing up our next album. We got Alex from the Propellerheads to produce it and it's sounding serious. Here's an exclusive for you It's gonna be called The Brothers or VIP."

Any time for joypad action in this vibrant schedule?

"I kind of see it as a lifestyle accessory," Mike continues. "Like you can hang in the crib checking a major football game or a movie and then chill playing Madden '99 or NFL Quarterback.'

"My son's got a PlayStation and we play Oddworld, WCW Wrestling and Bust A Groove," pipes fellow b-boy Africa. "On one tour we did there was a PlayStation on the bus and we were playing that fighting game, with the Mexican fighting style

capoeira [Tekken 3]. And like, that's like serious man, they should do a game like that, but just breakdancing. That was the origins of breakdancing. It was a battle."

When it comes down to a digital brawl, who's the baddest young brother? "Oh you know, we're all pretty equal," offers Mike.

"Actually I'm best," returns a somewhat put-out Africa. "I got tha moves, man. I was messing everyone up."

What do the JBs make of the trend towards dance music/game hybrids?

"I've seen the TV advert for Bust A Groove," drawls Mike. "But I haven't played t yet – it looks cool. The only problem I see with using hip-hop in games is that can lose the edge. If the music's cheesy, then that's no good."

"Oh I don't know, man," interjects Africa. "PaRappa The Rapper was cool. I don't really see how it can be a bad thing to have contemporary music in games, I reckon it's a great thing. You know that DJ game from Japan [Beat Monio] and Music, they like encourage kids to mess about and get into music. What's wrong about that?"

"In fact," Africa continues. "I got an idea myself for a game, it's kinda an action adventure set in the jungle. It's sort of the Jungle Brothers meets Predator. You gain accessories and loose accessories, it's kind of difficult to explain, I haven't sent it to any company's yet. Maybe I should."









53173 Rialto Rialto

45856 Space Tin Planet

42911 The Seahorses Do It Yourself

89151 The Stone Roses Complete 67538 Sugarcubes Best Of

52191 Theaudience Thaudience

40071 The Verve Northern Soul

67520 The Verve Urban Hymns

91504 Toni Braxton Secrets 68833 Faithless Sunday 8pm

74815 Fugees The Score

53389 Hinda Hicks Hinda

55632 Funky Divas 2 Various

63719 Aretha Franklin Greatest Hits

70672 Janet Jackson The Velvet Rope 43158 Michael Jackson & The Jackson 5 Best Of

64527 Massive Attack Blue Lines

64428 Massive Attack Mezzanine 64949 Monica The Boy Is Mine

51391 Neville Brothers Best Of

52258 Ultra Nate Situation Critical

47365 Usher My Way 65151 Wyclef Jean The Camival

64451 **Prodigy** Fat Of The Land

45955 Sash! It's My Life

51029 Ben E King & The Drifters Very Best Of

42366 Motown 40 Forever Various Artists pougas

44206 Puff Daddy & The Family No Way Out 51557 Karen Ramirez Distant Dreams

SOUL & DAN 58750 Shola Ama Much Love





or cassettes only pay for one

as your introduction to Britannia

81844 Bruce Springsteen Greatest Hits

53546 Terrorvision Shaving Peaches



	POP
97113	Abba Gold
52233	Ace Of Base Flowers
54163	Alisha's Attic Illumina
53785	All Saints All Saints
88559	All Time Greatest Movie Songs DOUBLE
78469	Beach Boys Greatest Hits
90878	Beautiful South Carry On Up The Charts
96511	Bee Gees Very Best Of
68064	Blondie Atomic: Very Best Of
66761	Boyzone Where We Belong
66225	Mariah Carey Butterfly
46375	The Corrs Talk On Corners
51664	Depeche Mode The Singles 86-98 DOUB
	Des'ree Supernatural
69500	Celine Dion Let's Talk About Love
	Duran Duran Greatest
54197	Eagle Eye Cherry Desireless
	Gloria Estefan Gloria!
	The Full Monty Original Soundtrack
	Fun Lovin' Criminals 100% Columbian
	Grease Original Soundtrack
	Hot Chocolate Greatest Hits
	Natalie Imbruglia Left Of The Middle
	Ladysmith Black Mambazo Best Of
	Lighthouse Family Ocean Drive
	Lighthouse Family Postcards From Heaven
	Madonna Ray Of Light

59808 Mavericks Trampoline

44321 George Michael Older

70417 Lutricia McNeal Lutricia McNeal

49080 Mixed Emotions 3 Various	DOUBLE	
78600 More Monty Original Soundtrack		
59287 Alanis Morissette Jagged Little Pil		
65714 M People Fresco		
68056 911 Moving On		
51813 Now 41 Various	DOUBLE	
52845 OMD The OMD Singles		
89813 Party Various	DOUBLE	
55566 Perfect Love 2 Various	DOUBLE	
73809 LeAnn Rimes Sittin' On Top Of The	World	
50674 Savage Garden Savage Garden		
64733 Simply Red Blue		
58339 Spice Girls Spice World		
55293 Rod Stewart When We Were The Ne	w Boys	
40378 Texas White On Blonde		
68502 Ultimate Christmas Collection	DOUBLE	
50286 Suzanne Vega Tried & True: Best Of		
47035 Wham! If You Were There: Best Of		
51920 Whistle Down The Wind Songs Fro	m Show	
54486 Robbie Williams Life Thru A Lens		
ROCK		
56168 Rest Rock Anthems in The World	DOUBLE	

93989 Bon Jovi Cross Road: The Very Best Of 66191 Eric Clapton Pilorim 55707 Deep Purple Very Best Of 50252 **Del Amitri** Best Of 51615 **Korn** Follow The Leader

82420 Led Zeppelin IV 73403 Meat Loaf Bat Out Of Hell 77099 Page & Plant Walking Into Clarksdale

44347 Paul Weller Heavy Soul INDIE / ALTERNATIVE 49635 Best Anthems Ever 3 Various 55665 Best Of Shine Various 45625 Bluetones Return To The Last Chance Saloon 41426 Blur Blur 46904 Ian Brown Unfinished Monkey Business 57851 Catatonia International Velvet 52043 **Dodgy** Ace A's & Killer B's 66811 **Embrace** The Good Will Out 74252 Garbage Garbage 69278 Garbage Version 2.0 68247 Gomez Bring It On 71324 James Rest Of 55244 Kula Shaker K 71878 Manic Street Preachers Everything Must Go 51599 Oasis (What's The Story) Morning Glory? 53074 Ocean Colour Scene Moselev Shoals 90217 Pulp Different Class 69310 Pulp This Is Hardcore 43372 Radiohead OK Computer



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BOOTY

LIKE A SEPTIC LIMB, PSM IS ETERNALLY A-GLOW, OUR RADIANCE COMES NOT FROM CONTAMINATED PUS THOUGH. BUT FROM PILES OF PLASTIC EPHEMERA. DRAIN US OF THEM.



Rekindle your aderation for Loon, Claire and the nude fella with the hose-pipe tengue with this Yank version of the Rosident Evil comic, nay graphic novella. A peck into the world of Resident Evil 3? One lucky winner will find out.



KNOCKOUT KINGS BOXING GLOVES

Prince of pugilism Lonnox Lowis has applied his scrawl to those leather mittens. Win them and hit people's faces, for laughs.



Va, va, vocem! Drive this promo Circuit Breakers motor over chairs and desks with your hands. Stay out of sight though.

ABE'S EXODDUS FUN TIME KIT

Booze goblets, playing cards and a beautifully crafted. plastic key fob all cruelly stamped with the abhorrent visage of Oddworld's Abraham.



Bocome a real man like big Colin with this chunky masculine timeplece - featuring action strap - and this tough nylon pouchotte. Slap on some Denim cologne and watch the ladies go wild.







Oooh! The beauty. The texture. The odour of exclusive plastic tittle-tattle which will ultimately end up as rudimentary loft insulation - yet initially appears to proffer a world of premise. Think on. Friends growing horns with jealous anger. Young girls draped on your glistening terse. And you standing proud in swimming trunks adorned with PSM boxing gloves and record sack, sipping from an exclusive beaker. It's the stuff of dreams.

Answer the following teaser correctly and those dreams could seem true. Whack your answer, your address and a stamp on a postcard and fire it off to Booty42 at the usual location. Closing date is 28 February '99. Ed's decision is final, no more than one entry, yada, yada, yada.

Q: Name the 1970's men's fragrance which had a martial arts theme.



IDEAS ABOVE THEIR PLAYSTATION

ANOTHER DIGITAL CADAVER SLOPS OUT OF THE CHARACTER ABATTOIR

Character: Cheesy The gist: Risible, ersatz 3D rodent, gambols about striving to piece together various blobs of cheese in order to manufacture a spell. The idea being that said magic fromage will somehow defeat one quite deranged Doctor Chem.

Appearance: Lemon dog-faced mouse. Vivid green skate shorts and voluminous tangerine clogs inform the ugly hybrid's sartorial effort. While he curiously chooses to

accessorise with a pair of white illusionists gloves.

Typical scene: The long nosed fool lumbers up a set of gothic style steps, springs off the end and lands buttock first on a hot candle. Rectal parts damaged beyond repair, the mammal buys it. Cue return to steps.

What went wrong? The implausible premise that necromancy could be conjured from the constituent part of a ploughman's. And the fact that the lead character is named after his

favourite fodder. The equivalent is a man called FishFingers.

What's he doing now? After retiring from games in 1996, Cheesy, exploited his monicker by producing a number of camp Eurogarage singles - well received in numerous Danish leather discos. A brief job with Primula followed, before a break as a body-double in a risqué episode of The Simpsons, prompted a move to Hollywood. He is currently working on a TV screenplay entitled, The Roquefort Files.

EIDOS GOES FOOTBALL CRAZY WITH UEFA CHAMPIONS LEAGUE

ith Michael Owen's World League Soccer 'oo still riding high-ish in the charts, Eidos has decided to beef up its

slice of the lucrative football market with the release this spring of a potentially FIFA-rivalling license, UEFA Champions League.

Developed by WLS developers Silicon Dreams, Eidos promises arcade quality animation, real-time

commentary (provided by Bob Wilson, Ron Atkinson and Brian Moore) plus such flashes of realism as dynamic lighting. sampled crowd noise, weather conditions and shadow effects. In-game features are set to include all the stages, groups, stadiums and teams from this year's Champions League tournament while soccer nuts can play Fantasy Football and create classic matches between the 11 previous winners from 1960 onwards. Given that means pitting the 1968 Manchester United squad against the Liverpool side of 1977/78, Eidos could a

Alongside the Custom Tournament option is an Arcade Management mode which allows you to create your ideal dream team. Using players from any team in the game database pick your best defence, midfield and attack, save it onto a memory card and then pit

real winner on its hands.

Back in the real world, UEFA Champions League also features several Champions League Scenarios, where you're put in the place of a team teetering on the brink of defeat - Brondby 5:1 down to United with half an hour to go springing to mind. Can you save face? That's up to you...

As per Michael Owen's World League Soccer '99, Eidos has once again produced a title with a top license but after three previous soccer games, the choice of Silicon Dreams as developer (Olympic Soccer, Soccer '97, World League Soccer) can't help but raise a critical eyebrow. We'll put these questions to Silicon Dreams next issue when we'll have a Primal Screen on UEFA B Champions League.



Super special early shots from Eidos' latest footy hopeful, UEFA Champions League. Um, bagsy not playing as Arsenal...



is for_Gameplay. The intangible concept which encompasses the act of playing and the software's Inherent ability to entertain. If a title involves boring about, performing the same piffle relentlessly gameplay will be weak. If on the other hand it involves fine tuning one of 144 different cars and entering it in 20 or so different races in an effort to garner more money - then gameplay is strong. It's a combination of variety, substance and welldesigned, satisfying user interaction.

Also ... Gold discs. These are CD-ROMS produced on CD-ROM cutters - expensive devices that can actually write data onto special recordable CDs. "Golds" are nowhere near as reliable as finished proper CDs but allow developers to 'cut a copy of their game to send away for testing or review. Also... Gourand shading. A clever trick, basically. It's the process of lightening and darkening points on a coloured object's surface, to give the impression of light and shade. The result? A single, flat, textureless polygon can appear curved. where hundreds of textured polygons may have been required to do the same job. Good examples are Tobal No.1 (the hi-res flat fighters appear curvy and humanlike) and Final Fantasy VII (the participants are given the dark-to-light once-over to imply depth). Named after its inventor Henri Gouraud. True that, you know.



ourard f we, fame

SPACE, HOW LONG CAN YOU GO?

hile not likely to bond with the innards of your PlayStation until the year 2000, Chiller Killers - from

virgin PlayStation developers Modified - deserves an early peek. Chiller Killers is billed as a "futuristic

3D action game with a 24-channel evolving soundtrack." Confusing? Maybe, but things become a little clearer when you

analyse Modified's non-PlayStation-related output - PC and Mac





Visuals from Modified's Fuzzy Groove for the Mac and PC. If Chiller Killers adopts the same vibe expect much goodness.

sound and image modification packages. The roots are there, but can a hybridised game/audio ensemble really cut it? Apparently 3D

video mapping is being developed to attempt new levels of graphic realism. Allegedly, Chiller Killers will also use "fast first-person perspective 3D action with real-time video overlays." Mmm. Chiller Killers places you in the futuristic role of a

rogue oxygen dealer. You tank across an urban landscape, on the hunt for new weaponry and transportation while avoiding contact with the space fuzz, said lawmen being a division of cosmic constabulary constructed from nolograms. Serious immersion is promised as is music ranging from 'phat electronica' to 'drum 'n' bass trance.' Could this maelstrom of contemporary funk 'n' Bisae Runner-esque visuals move the PlayStation onto a more cerebral plane? Wait and see.

A GLUT OF ABSURD TITLES 'EXTENDS' THE RANGE OF GAMING CHOICE

he PlayStation is constantly deluged with racing, fighting and shooting games. Interestingly however, there appears to be a healthy, but subversive, underbelly of contrary games which eschew such everyday pursuits, in favour of the distinctly odd.

Due from ASCII this May, Bass Landing is not only the kind of nonsense fishing game that gets hick PC owners frothing all over their rayon shirts, but it comes blessed with its own fishing rod/joypad hybrid. An initial cast of said peripheral at PSM Towers has provoked much pleasure expect a preview in next month's PSM.

Furthermore, the, um, prestigious pursuit that is rodeo looks set to infest the PlayStation too, courtesy of Adrenaline Entertainment. Little is known about the game, other than that the International Pro Rodeo Association license has apparently been acquired, and that Adrenaline has a history of producing leftfield produce: to wit, 1987's Ten Pin Alley

and the recent Brunswick Circuit Pro Bowling. Fascinatingly, the latter game gives you the option to manufacture your own bowler. Presumably, a comprehensive darabase of garish clothing and twin-tone footwear have been included.

Unsurprisingly, the Japanese are not averse to manufacturing madness either. Gallop Racer 2, a horse racing sim, and Densha De Go, a -

get this - train driving sim, being two of their tamer follies. Add to these the Pinball-for-salarymen

delights of Pachinko and the pointless gambling pleasures of Interplay's Caesars' Palace and all becomes clear. While unlikely to find their way onto UK snelves, it's nice to know that alternatives to Tekken et al do exist - even if they co make most It Should Be A Game entries look sane by comparison.



Rowl with the ladees or sleep with the fishes. Expect a full PrePlay of ASCII's Bass Landing next issue. Gulp...











Before splashing out on a game, you should find out whether it's worth the cash. So first, rent it at Blockbuster, take it home and get to know it a little better. If you decide to take the plunge, buy the same game at Blockbuster within a month, and we'll refund the price of the rental.



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- flicial UK PlayStation Magazine

WORLD OF SPORT

NEWCASTLE AND ENGLAND STRIKER ALAN SHEARER IS A WORLD CLASS FOOTBALLER. FEARED BY DEFENDERS, ADORED BY FANS AND EARNING A TANTAS PRIZED SALARY, YET HE STILL ENJOYS LIFE'S SIMPLE JOYS LIKE ACTUA SOCCER 3 AND ACTUA GOLF.

e've all pretended to be Alan Shearer thred out our boyd thrasies through the blond-haired polygonal management of the state of the sta

"I have a PlayStation at home," Alan confesses. "It's a fun way to relax."

It's all Actua Soccer chez Shearer, since that's the game he endorses. Which, in it's why we're here at the Park Lane Hilton; to take part in an Actua Soccer 3 mnament. At this point PSM manages to extract a promise from Alan to play us later tile asking him what he thinks of 'his' videogame.

"I do actually think it's a great game. It's very realistic which is the way I prefer it. The grounds and the kits are all accurate, you can choose different weather conditions and the tactics are the same as in the real sport, so it's all there."

So how does Shearer the videogame player compare to Shearer striker?
"Well I've just about got to grips with Actua Soccer 2 and now they bring a new one sour So, I'm normad, but I'm better on the real pitch."

Which other cames compete for time on the Shearer PlayStat

I play a lovor Actua Golf. Again, because way a decent round of golf, I like the realism of the game. Peter Alliss is always telling me I've gone into a bunker! I have two girls who are six and four and their favourite games are Croc and Bugg be radio-controlled cars. I think it's a healthy thing for the kids. as long the sying it every hour of the day."

e talk a little about what we'd include in our football videogame. You SM suggests a more complex system allowing more talk control and running on the ball. Alan is adamant about what he'd like to see.

"Goals. As a striker I always want to score more goals, even when playing the PlayStation. The satisfaction of goalscoring is the best thing about football, for me.

During the World Cup, the PlayStation was a major source of intertainment for the players wishing to while away those long hours spent in boring a refrooms and Alan was no exception. Back at Newcastle he doesn't tend to challenge his team-mates, perhaps because the likes of Robert Lee, Warren Barton and now ex-Newcastle midfielder Keith Gillespie are serious gamers, all eager to dole out a thrashing.







It's not known whether Shearer's new strike partner is a PlayStation fan. Last November Ruud Gullit shelled out £8 million to make former Everton and Rangers big man Duncan Ferguson his first major signing. Newspaper rumours at the time suggested that Shearer had a hand in Gullit's decision. Is this true?

"Absolutely not. I don't interfere with the manager's business. But what I will say is that Newcastle has spent a lot of money on a very, very good player. Duncan is talented, he's strong and he's good on the floor as well as in the air. He'll cause problems and hopefully as a partnership we can make it work."

Alan already has an answer prepared for anyone brave enough to doubt the success of a Shearer/Ferguson front line.

"I played a season at Newcastle alongside Les Ferdinand – who people say is a similar player to Duncan Ferguson – and we scored nearly 60 goals between us. Honestly, it doesn't really bother me who I play with. I've played with a targetman, I've played with a nippy striker, I've played with a man that drops deep, I've played up front on my own, and I've been relatively successful in each case. There's nothing I can do about it anyway - the manager is the one who picks the team so I have to get along with whoever's selected and I'll do my best every time."

Even so, we may have to wait until next season to see the Shearer/Ferguson partnership make an assault on the Premiership title.

"Newcastle won't win the championship, I'll tell you that for free. I think Manchester United will, but Arsenal, Chelsea and Villa have a chance too."

It's not a controversial answer, but a considered opinion. You get the feeling that Shearer spends a lot of his time watching other teams, as though he sleeps football, eats football and drinks, well, a glass of football please, barman.

"Of course I enjoy a drink with the lads, or going to a restaurant with my wife, but I do spend much of my spare time involved in football-related things. I love playing the game and I love watching the game. It's all I know, really."

With that in mind, there must be plans already forming for a post-playing career. What about punditry, like Alan Hansen or Andy Gray? A former England captain and top scorer, Gary Lineker, has even gone on to become a respected presenter.

'Well good luck to Gary, I think he's great at what he does. But I'd like to try my hand at coaching first. And, although there's a good few years left, I'd like to end my playing career in the Premiership. There's no way I'm going to drop down into a lower league. I started at the top, and I'll finish at the top."

With that final, determined statement, Alan Shearer makes his excuses and says goodbye. Another appointment beckons and he politely backs his way out of PSM's proposed Actua Soccer 3 showdown, but then they've only got the unfamiliar PC version available and Alan's determined to leave the building the same as when he entered it - a winner.

Actus Soccer 3 is available in shops now.



THINK ONCE, THINK TWICE, THINK BIKE CODIÉS RETURNS FOR A SPOT OF MOUNTAIN BIKING

ontinuing Codemasters' snowballing reputation for the more esoteric of titles. April sees the release of No Fear Downhill Mountain Biking. Developed by Swedish funster UDS (creator of top PC racing title, Ignition), the game has also picked up the groovy licence for No Fear clothing. Expect onscreen bikers to sport the said fearsome threads à la the tiny babes in Psygnosis' Psybadek.

Back in the game, things are looking just as good. Set over downhill tracks across ten international locations such as Morocco and a volcanous Japan, players can adapt their bike's suspension and brakes to suit individual terrains and, of course, take corners at ballistic speed while elbowing any of 15 opponents out



"Oooh, look at me with my stretchy pants..." That'll be mountain biking for yer.

Codemasters also promises a spokerelated overload of options and modes, including single-player championships, one-off races, time trials and most importantly, multiplayer split-screen tournaments. Bolt on an optional firstperson perspective plus a bangin' soundtrack, No Fear Downhill Mountain Biking sounds the bomb. Unsurprisingly, Codemasters' marketing director, Mike Hayes agrees. "No Fear Downhill Mountain Biking will follow in the tradition of Colin McRae Rally and the TOCA titles combining realistic racing simulation with outstanding gameplay mechanics and will graphically set new standards," declares Hayes. "The game captures all the breathtaking excitement of mountain biking at break-neck speeds and we're confident that this will be one of the most wanted games for spring 1999."

After an early look one lucky PSM correspondent couldn't help but agree. See for yourself next issue with PSM's exclusive Primal Screen interview with the Swedish developer.



A variety of views from the No Fear Downhill Mountain Biking. Anyone thinking of buying Rushdown, please refrain now...









A big thank you to The Garrick's Head, Bath

SO WHO THE HELL IS: PLAYSTATION PORTFOLIO INFOGRAMES

YEAR FURMED: 1983

BASED: Lyon Headquarters - France. Companies in UK, United States, Germany, Spain, Sweden, Belgium.

NUMBER OF EMPLOYEES: 500 plus involved in the production of games and around 800 employees worldwide.

KEY PEOPLE: Bruno Bonnell (chairman and CEO) and David Ward (chairman for Infogrames UK)

HISTORY: Infogrames was founded in France in 1983 and its first product was an educational software package called Le Cube Informatique, which sold around 60,000 copies. From this firm basis Infogrames could go on to develop more mass market games such as the role-playing adventure game Mandagore. By 1985 Infogrames' success was on the increase and so it was inevitable that it would expand and start exporting products into Japan, the United Sates and, yes, even good old Blighty.

It was in 1989 that Infogrames released Sim City, the first game which allowed gamers . to create and then govern an entire virtual city. The game - which sold 100,000 copies was re-released on the PlayStation in 1996 as Sim City 2000 (PSM11, 7/10). Other games which decorate the deepest, darkest walls of Infogrames' archive include Advantage Tennis

and the template for a million games since. the seminal Alone In The Dark.

This was the first game to use the idea of static backdrops onto which polygonal characters minced and fought. Without this Resident Evil would be a mere twinkle in a horror-freak's eye.

More recently however, and after the wholesale acquisition of former giant Ocean Software in 1996, Infogrames was able to develop more games internally and increase its product range. You will probably remember Ocean for countless film licence games (Lethal Weapon), home computer arcade conversions (Hunchback) and such classics as Daley Thompson's Decathlon, Batman, Head Over Heels and the mighty Worms.

This merge proved to be very significant as Ocean had grown up with and actually helped to create the gaming scene in Europe, so the combination of these two weighty companies shortly after the PlayStation's release opened up many new and exciting possibilities. Ocean had been one of the earliest supporters of the PlayStation with titles like Raiden (PSM2, 7/10), Tunnel B1 (PSM10, 8/10) and a rejigged Worms (PSM2, 7/10).

PRESENCE: The PlayStation market really kicked off for Infogrames with the release of the excellent V-Rally. This twitchy. skin-of-your-teeth rally racer shirked rallying rules (by having three cars on the track) but provided such a remarkable departure from the sticky-tyred likes of Ridge Racer that the punters lapped it up. To this day racing fans have a love-hate relationship with the game.

Breath Of Fire 3 saw eventual release after an interminable delay, as did Heart Of Darkness, official holder of 'The most delayed game of all time' title, coming home three years after its sell by date. And the prerendered 2D gameplay betrayed its age like a hairnet and a comfy monoslipper.

The sequel to the criminally overlooked Total Drivin' appeared as Max Power Racing, a licence lifted from the magazine for hairy men and chimps (see page 96). And future delights include the sequel to V-Rally (wait for it, V-Rally 2) and Anco finally managing not to soil its own shorts by using all that pent up soccer knowledge into a thoroughly playable (and pleasingly spoddy) football management sim. Player Manager 98-99 is reviewed this issue on page 106. Well done everyone.



HEART OF DARKNESS

Dash in a sideways fashion frazzling piles of squawking limbs with flapping laser prod. Then do it again. Then do it again. Then...



BREATH OF FIRE 3 A bit like Krull. Monsters and spells in a fantastical world of many

wonders. Unfortunately no room for foxy Lysette Anthony or deadly fish/knife combo, the glave...



V-DALLY

it could mean Virtual Rally, but we prefer Very Rally. As it is, rather actually, a rally game. Most obviously so, in fact. Clearly. Yes. Very. (Cease now - Ed)



MAX POWER

Boot your hulking metallic chariot to further and faster feats of rubber 'n' soil based speed. Appropriate leaverage to enable a victorious outcome to the pursuit.

CURRENTLY IN PRODUCTION



KKNID

Make demands of futuristic space soldiers and watch as their shiny galactic suits and pleasant cyber personalities rupture after contact with laser bombs. Then weep....



LE MANS

Utilising the combustion engine located beneath your hood, hoof it after the other motors. Take the line with your bumper, proving to them you are indeed, very much, le man.



PLAYER MANAGER

Leaving out the Ciro Cittero suitage, Ratners 'gold' and leather missus, this title instead purveys stats based around the popular bolus punting hobby. Tasteful.

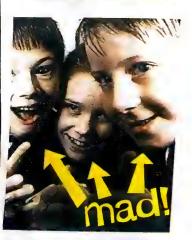


V-RALLY 2

Very rally too. A boot full of new featurettes perhaps. But it's still about teasing some wheels atop wet hillocks and betwixt damp trees to win a cup of solid mixed metals.

SO Are Web making mentions of the second and the se







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Official UK PlayStation Magazine

STUDENT

UNIVERSITY CHALLENGE

THE TEKKEN 3 CHALLENGE NIGHT AT KINGS COLLEGE SU, LONDON COINCIDED WITH THE 'CAMP AS CHRISTMAS' THEME NIGHT. RICHARD SILBURN WENT TO SORT OUT THE MEN FROM THE BOYS...



Interesting fact: I have a complicated practical involving a live patient tomorrow **You dig Tekken 3?** I play this too much

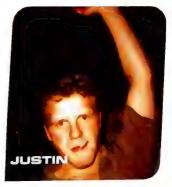


Fact: I drink far too much but I'm a Tekken 3 god Tekken 37 It's a lot better than Tekken 2



Fact: I'm gonna be an accountant

Tekken 3? I wanna be the cool dude
with the Reeboks



Fact: I windsurf naked

Tekken 3? It's easy for beginners and hard for pros



Fact: These breasts are real
Tekken 3? We prefer the driving games.
Don't we, dear?



Fact: We are currently involved in a ménage à trois (Yeah right – Ed)

Tekken 3? We're always up for it



Fact: I moved from Australia 'cos a dingo stole my baby Tekken 3? I enjoy smacking my mates



Fact: I really am a nurse and I really like wearing women's clothes

Tekken 3? Heinachi is a sexy fella



Fact: I'm the Durham Uni champion and I've come here to kick my brother's butt Tekken 37 The best by a country mile



Fact: I play rugby and my position is... **Tekken 3?** Are you trying to pick me up or something?



Fact: I flash my boobs to get free beer Tekken 3? Our boyfriends ignore us because of it...



Fact: We've been together since we were kids

Tekken 3? We like the ones in uniform



SHE HAS TWO THINGS LEFT TO CLING TO. ONE IS HER



When the picture was taken, this Honduran girl had just survived the largest natural disaster to hit Central America this century. A mudslide wiped out her home in the Tegucigalpa hills. In a state of shock, she clings to her pet dog - she also clings to the hope that someone, somewhere will help.

The hurricane is over, the relief effort is just beginning.

The disaster may have happened in November, but the need for outside aid is more pressing as time goes by. The hurricane caused immense short-term damage, but the long-term effects could be catastrophic.

The fields are decimated and left infertile. Bridges and roads have been swept aside and access to some regions is extremely difficult. Ironically, though much of the country has been flooded, there is little uncontaminated

water to drink. The risk of cholera and typhus is always there, and could reach epidemic proportions.

The people of Central America are resilient and resourceful, but they do need our help to put the basic infrastructure in place so that they can start to re-build their lives.

Don't let her down - please give what you can.

11,000 people are feared dead, many more are missing and millions are homeless. This advertising space itself has been donated by the magazine, so please donate what you can. There are so many people in Central America clinging to the hope that you will.

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t may look sadly dated nowadays, but when the original Ridge Racer premiered on the PlayStation four years ago, it was an essential purchase. Not only was the home conversion as near as dammit to arcade perfect, but the game itself was a fantastic, anti-realistic, adrenaline-charged joyride. It was also hugely influential. Namco's baby was one of the first racers to toy with the now essential concept of power sliding, and the title's crowded urban circuits filled with dimly-lit tunnel chases, towering skyscrapers and low-flying helicopters were blatantly stolen by a whole generation of wannabes. The following PlayStation-only sequels – Ridge Racer Revolution and Rage Racer

- only served to build on and expand the legend.

But times have changed. In the many months since Rage Racer was launched, a new breed of racing game has appeared on Sony's machine. TOCA Touring Car Championship, Colin McRae Rally and, most importantly, Gran Turismo have introduced an age of ultra-realism, of recognisable real-life cars, of true-world physics, of gritty, dusty, dirty visuals. It's all a far cry from the garish, devilmay-care, drive-by-the-seat-of-your-pants arcade rush of the Racer trilogy. And lo, as gamers warmed to this trend for simulation rather than coin-op fun, the Driving Game crown slipped from Namco's once regal bonce.

With this fourth installment, then, the pressure is on. Does Namco follow the herd and go for realism, or does it stay true to its arcade roots and plump for racing thrills over authenticity? The early indications are that the company has gone for the middle ground. Word from the development team is that the driving feel of the game is definitely in the old skool coin-op *Ridge Racer* mould – in other words, the designers have regressed – spurning the accurate physics, telemetry data and g-force dynamics of the sim crowd and presenting the player with cars they can throw around the track like skinny girls at a hoe-down.

That's not to say that complexity has been bound, gagged and bundled into the back seat. There are going to be over 300 fictitious cars (although this number includes vehicle updates and new paint jobs), and the designers are sure to have squeezed plenty of handling styles into the game's central

Ridge Racer Type 4

Gran Turismo has ruled the racing roost for a year, but is it time for Namco to wrestle pole-position from this upstart and put the Racer series back where it belongs? Could be...

driving engine. Plus, of course, a lack of realism does not mean a lack of challenge. PSM has taken a spin round several of the circuits and the experience is typically wild. No, you're not going touch another car and spin hopelessly off the track à la TOCA, but you are going to have to master the not-particularly-realistic-but-what-the-hell art of drifting and powersliding which have characterised Namco's racing games so far. It's an intense and exhilarating experience we'd almost forgotten about in the years since Rage Racer.

It is perhaps in the game's structure and presentation that Namco has been subtly influenced by *Gran Turismo*. A series of crisp, flashy start-up screens lead you into the game options. The main event is the 'Grand Prix Story.' Here the player







Despite the visual detail, #4 draws way off into the distance and retains a smooth frame rate.

HI-RES HEAVEN

The Japanese release of R4 came complete with a dome disc showing off forthcoming Namce releases. This disc also centained a version of Ridge Racer running at 60 frames per second!





FIRST LOOK RIDGE RACER TYPE 4



approached the game's design in the same way as a Dutch master would approach painting; with peculiar attention to the way light and shadow affect a scene. Pretentious, mai oui, but it looks delicious.

The Ridge Racer Type 4 artists have







YOU ARE GOING TO HAVE TO MASTER THE NOT-PARTICULARLY-REALISTIC-BUT-WHAT-THE-HELL ART OF DRIFTING AND POWERSLIDING.

▶ selects a racing team (each representing a different difficulty level) and a vehicle type and then takes part in competitions made up of several heats followed by a final – a system highly reminiscent of *Gran Turismo*'s full CT mode. Namco, though, shunned the use of real car manufacturers and called its teams after previous teams in games in its own back

catalogue. Hence the Pac Racing Club, gets to do battle with the Dig Racing Team and RC MicroMouse Mappy – not quite Aston Martin Vs Nissan.

Once the Grand Prix has been completed, the player then gets to keep all the cars in the team and race them in an 'Extra Trial' mode against an outlandish selection of fictitious vehicles.

As for the circuits themselves, there are eight tracks – aithough knowing Namco, it'll no doubt eventually be possible to play them back to front, sideways and upside down before the game is through. Much has been made about the artists' use of shadow and light and these elements are indeed quite amazing: a flaming sun sets over the city casting shadows over the Tarmac and projecting reddish hues on to the sides of buildings, street lamps lay

strips of garish orange on to the sides of tunnels. When you're racing though all these light sources at 150 mph it can be a somewhat dizzying spectacle.

The scenery itself, borrows more heavily from previous Raceroutings than any subsequent rivals. Concrete underpasses,

curvy coastline roads, looming skyscrapers and hovering helicopters will all look familiar to fans of the series. Here, though, everything looks so much more crisp and intricate. Namco has upped the

ante everywhere – increasing the polygon count on 3D models and building a range of detailed textures that make the first Ridge Racer look like a crude, empty, Jerky demo. This is truly looking to be a PlayStation game for the millennium. Not everyone enjoyed the obsessive intricacy and detail of Gran Turismo, but many found sub-arcade fare like Motorhead lacking in substance. With R4's on of immediate gamenlay and real details the like Motorhead real details.

combination of immediate gameplay and real depth, players get the best of both worlds. And, oh those visuals. It's as if Sony's machine is crying, "Look at me, I've still got iti". And it has. Namco knows it. You will know it too.

Keith Stuart

MEET THE JOGCON

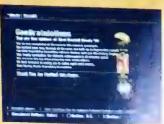
Released to coincide with the arrival of Ridge Racer Type 4 in Japan, this curious-locking pail provides a small, thumb-operated steering wheel positioned



hetween the two handles, it takes a let of time to get used to, but some players have found it perfectly accompanies the slam, ham arcade-style gameplay. Many others are not so convinced...







The in-game presentation is rather slick and trendy for a Namco release - there are shades of Gran Turism .



To get the lowdown on this superb racer, PSM met up with Namco's R4 team over in Japan,

Motomi Katavania Masatoshi Kobayashi Kazutoki Kono Mroshi Okuba Kai Yashimim

Chief director Programmer Art director Sound designer Opening movie designer

When did the project start?

Katayama: We started in May 1997, about six months after finishing Ridge Racer Revolution. Numerous designers were involved, but we used around the same amount as for previous games - approximately 33 fixed staff. All the team present today worked on the original Ridge Recen Some of them worked on Ridge Recer Revolution.

How much research went into Ridge Racer Type 4 driving experience?

Katayama: We didn't race on circuits or drive real cars. Basically we all like cars, have driven for years and have a good knowledge of them. However we did drive some particular cars, like the FFR 4WD, to see how it would run on the road However, we made a racing game, not a simulation. The reason behind this is that when you drive a real car, you can feel things like G-force, speed increasing, tires gripping and so on. At the moment, it's not possible to simulate this feeling, so it had to be a game

The original Ridge Racer pushed PlayStation to its limits, while the sequels were even more technologically impressive. How hard was it to continue this with R4?

Kebayashi: When we made Ridge Racer, we really believed we used the best of the PlayStation From a technical point of view, I did not want to focus was to aliminate anything wasteful. We needed to make full use of the number of polygons that can be displayed by the PlayStation. Kona: The way we displayed

make R4 Haughal. The main

buildings, texture size, the number of polygons used. We went back to the beginning, made everything again and got rid of any waste. Despite the fact the game runs on the same hardware, R4 looks very different

How difficult was that to achieve? Katayama: The graphics were usually created first, but it was sometimes difficult to implement them in the game. I had to discuss this with the designers and find a way to 'lighten' their graphics in accordance with the processing power of the hardwere. Kono: For me, what has really changed with R4 is the use of light and shadow We used Gouraud-shaded polygons for this. As we explained, there was lots of waste in the original game. We saved some of this processing power end used it for the Gouraud shading. It was very difficult

Presumably, you made use of the new Performance Analyser Travolutionary analysis software responsible for such breakthrough games as Gran Turismo.

Kobayashi: Yes, we used it. The good thing about the Performance Analyser is that you can study other companies games (laughs). Gran Turismo was the only one we needed to study (laughs). Katayama: From a technical point of view, we needed to check what other companies were doing before starting to on our own ideas For example, there is no other racing game where backgrounds, roads, cars and almost everything else is Gouraud shaded. R4 is the only fully Gouraud shaded title. Our programmers Initially said this was not possible, but we eventually used some environment mapping, headlight effects and transparency

Kobayashi: During certain projects, you discover during development that there are things that succeeded in making everything we wanted

went along Kone: The sky, for example, has different daylight effects depending on the direction you approach the sun. Also showing distant mountain roads

Was there anything you wanted to do, but couldn't? simply cannot be made. For R4, I think we Katayama: We even added things as we



All we wanted was enough cars to

implement the game system we wanted Players must be able to play R4 as many times as possible. Players who are not so good at the beginning will be able to select more difficult cars as they get better We wanted players to enjoy R4 as many times as possible and the amount of cars is important for that

Initially, we thought these things would

R4 contains a staggering amount of cars.

Did you increase the number of vehicles

Katayama: Some cars may look the same

but they offer different performances. With

this in mind, we included a total of 321

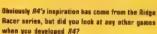
different types. We did not worry about

the amount of cars while making the game

not be possible

as you went along?

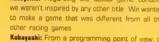
with the JogCon. For R4, we first developed the game before figuring out what kind of controller would fit such a game But in this case, the JogCon will also work with other kind of titles



Katayama: Regarding the actual game content we waren't inspired by any other title. We wanted to make a game that was different from all the

Kobayashi: From a programming point of view, of course we looked at Gran Turismo

Kono: The same for graphics, maybe. At the beginning of R4's development, I looked at different racing games but equally I looked at non-racing games like Jumping Flash. For R4's sky effects. I looked at the latest Ace Combat There is no better air-combat game for these graphics



"[WITH R4] WE WENT BACK TO THE BEGINNING, MADE EVERYTHING AGAIN AND GOT RID OF ANY WASTE." Katutoki Kono, Art director

The replay boasts its own graphical thrills, like tail light trails.

The JogCon has been developed presumably with Ridge Racer Type 4 in mind. Will some of Namco's future releases also support it?

Katayama: Yes, we have different titles in development that I cannot talk about that will run



What kind of sound is used in Ridge Racer Type 47

Okubo: We took some sound effects from the Ridge Racer series but this time, the game concept is different. For R4, the music is more mature, more fashionable. People may recognise some music adapted from other Namou titles Also Ridge Racer only offered ten tracks A4 offers a total of 14. There are also some hidden tracks in there. We also used Kimara Lovelace's vocals for R4's main theme

What does the opening sequence look like?

Yashimiza: It's approximately double the length of previous Racer titles - approximately lacting two milliotes. This took over six months to make including the planning

Nicolas Di Costanzo Many thanks to Tsuyumi Toyoda at Namco



There are eight circuits to race on. When you complete the Grand Prix you gain access to a new 'Extra Trial' mode.





0'01799

(1) Ping. Ping. Ping. When the lights se off you better stick your Nikes to the floor. (2) Budge can make up places off the grid, [3] Flight to cockeit view for er... a view from your cockeit.





Wu Donahao

- Company 1 of San
- Job title Print in in the contract
- John description: I am a statue the progress of the whole project. I lead the design group but my job also includes checking and coordinating the work of all the other departments (programming, graphics so
- Gaming history video game.

Influences on the game: Since this game is considered to be an adeptation from the PC version game. We used to DOMOGRAM THE MICE seeing F1 98.1 am

Favourite game I am playing Crawl critic empacially when they integrate the elements of different game types in one gama

MONACO GRAND PR

Is Ubi Soft's racer a wrinkly Steve Ovett, or a supercool Steve McQueen?

Style: Racing sim Publisher: Ubi Soft

Developer: In house (China)

Release date: May

Floor it and fire your tin transport around concrete undulations, with your backside mere inches from the track. Such is the hazardous pursuit that is called Grand Prix racing, But is Monaco Grand Prix a

serious front runner or just another boy racer? Ubi

Soft's MGP project manager Wu Donghao maintains that the former is true.

Describe Monaco Grand Prix in 100 words.

It's a simulation game enabling players to experience the fastest racing in the world. One of the most impressive features is the car behaviour. The Expert mode could be a challenge even to hard-core gamers, while a

beginner will be able to enjoy himself in Arcade mode. Up to four players can compete with each other in the game.

Are there any remarkable new gameplay elements in there that set Monaco Grand Prix apart from the crowd?

We aim at the best simulation game on console. This game actually belongs in a different category to the

arcade oriented racing games which have dominated the consoles in the past. Players will get more pleasure from the gameplay than the visuals.

What's the best feature of Monaco Grand Prix?

It depends on the individual. Everyone will have a different opinion. I will say that the biggest attraction comes from the gameplay. Since the Al cars are as eager as you are to win the race, the best way to overtake them is by handling your car expertly.





[1] When you are the 12th male in a field of 12 males. you have got to start questioning your career choice. (2) Driving on sand ain't good. [3 - 4] The scores, not on some doors. (5) Major grief as two cars softly mate on grass, (6) Chicks dig racers, even if they come last.



What is it that drags people back for just one more try? As I said above, everyone has their own reason. We gave the player as much freedom as possible. For example, in the Single Race mode, the player is able to choose the number of competitors and their starting position - but don't think that placing yourself in the pole position will make your life any easier. You can have a different experience every time you play.

What games have the Monaco team worked on before? Most people in the team are new faces in the industry.

Have you ever been to the Monaco race track for research purposes? Not yet.

How realistic is the game? It's realistic enough to let you experience the F1 racing but, obviously, you won't get hurt like in the real thing.

Why should customers choose Monaco over any of the other PlayStation driving games? Because they will spend more time playing before conquering the game. So they will get much more profit from their investment in the game.

Can you detail the depth of the game the amount of levels. the quality of the graphics and the car handling?

Monaco Grand Prix is playable by one to four players. It has four game modes. Three skill levels are available in the Single Race mode and two skill levels in the Championship mode. We also have a Replay mode and a Ghost mode, which will be attractive to many players. The







[1] This is very much the correct racing line. [2] This is very much a novice pratting about in the undergrowth. Which will you be? (\$ - 4) Champagne 'n' sorts await!





Which game elements/ features are totally new? We didn't 'invent' lots of things, but you will surely come across some surprises in the game. Have you ever seen Tell us a secret about the game that you've never told anyone before.
Okay, I know what you want.

Okay, I know what you want. But the only secret I can tell you now is that there is no cheat code in the game.



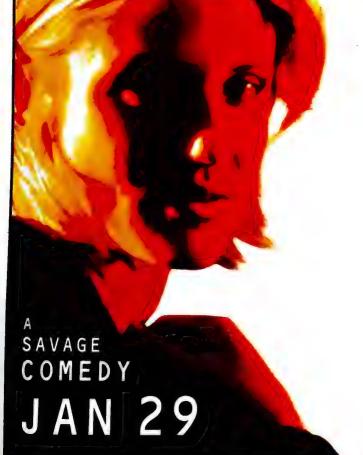
II - 43 Visually
Monaco offers
varied racing
environments
without losing
the 'real' vibe,
currently so
desirable in
motor racing
titles. The funky
bright graphics



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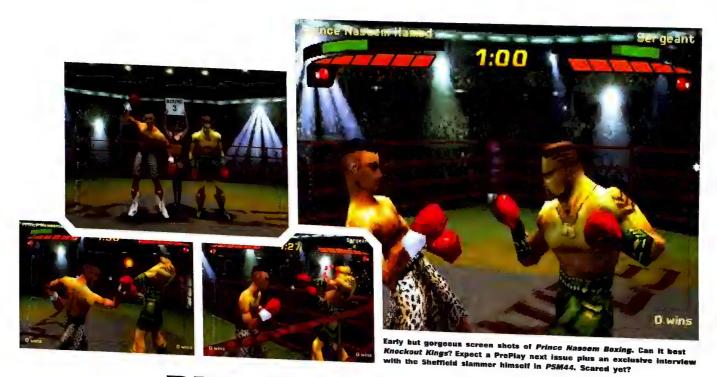
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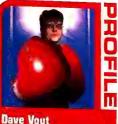




PRINCE NASEEM BOXING

Put 'em up against Sheffield's leopard-skin wearing champ

boxing videogame to put speed



- ab title: Produce
- Job description: It's my job to work with the team leaders and our design dept, to make sure the game goes together correctly. I answer to Codemasters' Richard Darling who personally looks at all our games and won't allow them our until he's happy with them. Which is why we are having such a huge nucceer at the moment
- Caming history: Two bean making games for 14 years and had a number of roles. Too many to mention in fact
- Feveurite game: Unaventina the chance to see much lately.

Publisher: Codemasters before simulation. Our two main goals were to create a fast. Developer: In-house snappy fighting game and to Release date: March recreate Naz's boxing style. To this end we opted for not using Britain's brightest boxing motion capture in favour of hope brings his sassy style of hand-animated kinematic smackery to the PlayStation models that use a minimum as he lines up alongside 15 number of key frames with fictitious boxers to see off EA's double-speed interpolation to Knockout Kings – and without smooth them out - a longmotion capture, no less.

Style: Boxing sim

Describe the game in 100 words. Prince Naseem Boxing is the first

Producer Dave Vout is in the

red corner...



winded way of saying it's fast and yet smooth! What do you think sets Naseem Boxing apart from the recent boxing games?

[1] Next stop, casualty. [2] "Look, I barely touched him..."

All our visuals are very detailed. The boxers use about 800-900 polygons with a skin and skeleton technology and are fully textured, unlike other recent boxing games. The stadiums use about 1000 polygons giving very detailed stadiums, with interactive crowds that stand up when they get excited (don't we all?). We turned the brightness up on everything, used bold colours and maximum luminance boxing is a very bright and glitzy sport, not dull grey. Basically, we have managed to finally make a boxing game that plays well,

Did Naz have much to do with the development of the game? Naz has had full approval of the game from day one and visited the studio and spent an afternoon playing the game and talking to people. While visiting

looks good and has loads of

lasting appeal....

us he had us remove a cigar from the trainer's mouth! How we missed that one I will never know. He also showed us a number of moves including his lucky shimmy and extended roundhouse punch, as well as his somersault into the ring - all of which has since gone into the game. He was knocked out by the game and really felt we had captured his style. All in all, the studio was on a massive high after his visit. It really confirmed we had got things right.

What's he like as a bloke? Is he really that hard?

He's great. It's the first time I've seen a celeb really interested in playing a game and ensuring it's good! He had been up since 4am, hadn't eaten but refused to cancel the meeting, and then wouldn't leave. It changed a lot of peoples' opinions of him.... he's a real gent. Oh, and yes, he is quite small! felt I could take





[1] Visually, it's perhaps not going to change the world, but the game mechanics could be its redeeming feature. (2 - 3) Causing craft to fracture and piff into bits provokes memories of torrid nights down the chippy. [4] That would be you and some stuff you've just shot. [5] The third dimension appears to be used in much the same way as Einhander - which unfortunately is yet to get a UK release. [6 - 8] Wild changes in scenery will hopefully keep the attention.

impossible. It's entertaining,

Is there anything in the game

I'd say the true 3D aspect has

never been used in a shoot 'em

up before. You are really taken

into that third dimension.

but not mindless.

that is totally new?



Wayne Imlach

- Joh title: Lead designe
- Job description: Play games analyse games, come up with good ideas, generally guide the development of a tide, from concept to final game
- Coming history: Began me as a tester at Bullfrog, had some influence on designing Dungeon Keeper and Theme Hospital. I've worked on a couple of titles for Psygnosis, but they're not out yat so I can't spill the beans at
- III Influences on this game: A few of the Japanese shoot 'em ups Raiden Einhender Xevicus 30
- III Favourite game: There are a few classics like Doom and X-Com that would count as favourities.

ETRO FORCE

"I can walk, I have legs." Again, the 1980's shooter rises from its bathchair.

Style: Shoot 'em up Publisher: Psygnosis

Developer: In-house

Release date: March

Back by dope demand it's game stylings which hark back to the era of Mike Reid's Runaround, Diadora Venice and fighting for one's right to visit a music 'n' booze based social gathering. It's retro. But is it forceful? Psygnosis' Wayne Imlach thinks so.

Describe the game in 100 words. Retro Force is a true 3D shoot 'em up experience. Fly one of a choice of craft over a number of hostile landscapes, blasting the hordes of airborne aliens that swoop towards you, while picking off countless groundbased targets with your varied bombing systems. Collect power-ups and bonus crystals that are released from vanquished foes to enhance your craft's weapon systems and increase your chances of getting a high score. The action gets more frantic from level to level...

Any remarkable new gameplay elements in there?

The environment is different it's a true 3D shoot 'em up, with your fighter ship flying over a proper 3D landscape, interacting with 3D enemies and scenery. The gameplay takes advantage of this and as well as your bombing system that allows you to destroy ground-based objects, you have special moves that allow you to fully explore the terrain.

Retro eh? Does that mean the gameplay will be old skool too? It does have a good few 'classic' elements, so in that respect it should be familiar to retro gamers - but it's presented in a new style suitable for the

Retro Force over any of the competition?

Tell us a secret about the game that you've never told anyone. Sorry, if I told you that, I'd have to kill you...



3D certainly, but will it be enough for the 1990's gamer?

modern gamesplayer. Why should punters choose

Obviously because it's the best - it's challenging, but not



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DO NOT COMPROMISE THE POWE





ANALYSIS SOUL REAVER

Ctac Cian

Be afraid Be very afraid. Return with us to the land of Nosgoth, home of vampire Lord Kain and his six ghoulish lieutenants. Come, enter the sequel to the hit bloodbath Legacy of Kain. Welcome to Soul Reaver - a game which could quite possibly be (whisper it) even better than Tomb Raider 3. Daniel Griffiths ate garlic for a month and donned a crucifix to battle with its makers...





climb and swim for miles in any

direction without the game repeating

be on a par with fomb Ruider, so it's

going to take you days to get from

one side to the other. Quite a task,

the fact that you can't die. What?

and one made all the more curious by

scenery or pausing for breath. The total square-footage of land is said to



one guise to the next before your very eyes. Astounding The 'dual

crops up time and time again. Should you fail to absorb a dead creature's soul (done with a

vicinity), its spirit moves to the spectral plane where it appears exactly where you killed it, but in a nastier, more twisted form. Weirdest of all are the various puzzles which feature the plane-shifting at their core. In the spectral

plane, time stands still, so rocks dropped from cliffs can be frozen in mid air via a sneaky switch from material to spectral, enabling you

to use them as stepping stones With all this freedom of movement and potentially baffling plane-shifting action, it's a good job that The Elder (an omnipresent God-figure) is on hand giving you general directions to what the wisest next move would be. Action and plot drives the player into showdowns with Ralzell's 'brothers' -

the other five lieutenants who have become huge gore-spattered nasties. In addition to this fearsome five are three clashes with Kain himself, making eight bosses to take on.

Never anding story Wandering around the game world is

like gradually unwrapping a fabulous present. Rewards are frequent, but often the game only offers you tiny glimmers of the treats yet to come. An area will remain unexplored as its entrance is underwater and impassible to vampires. Or a platform extends invitingly above, but how on earth do you get up there? The answer is via the five skills Ralzeil learns after each of the bosses' demise, "Each boss gives a reward FMA [full-motion animation) using the game engine. This shows Ralzeil being given a new skill as well as furthering the plot and hinting at what he should do next," Rosaura explains. An early boss can glide through walls and locked gates and only careful timing with a vast bloody-mallet-cum-juice-extractor can sap him of energy. Once pulped, Ralzeil earns the walking-throughwalls skill. "The other four tricks to learn are wall climbing, swimming, constriction (where running around an object or enemy binds it with a force field), and the ability to warp between the material and spectral planes at will (vital for later time and space-related puzzles)," tempts Rosaura. "Each is won by beating the boss expert at that particular skill and so different and cunning methods must be used on each."

The result is that after each new skill is learnt you remember that weird bit earlier and run back there to try out your new abilities.

Timec as niec

Soul Reaver dwells on two spiritual planes: the material world and the spectral world - the second being a hellish vision of the first. Gameplay takes place primarily in the material plane, but death (resulting from the eventual sapping of your life meter) will beam you through to the otherworldly spectral variation. Here you must amass sufficient souls (which can be reaped as they escape demised bad guys), to provide the energy to switch back to reality. 'Alternatively, you could just play the game in the spectral world as it's essentially a

transition between planes involves the scenery morphing from

scenario' trickery simple button tap while in its

. had stronger dwell on to protect plenes Samopley takes place primarily in the material plane, but death will beam you through to the other-worldly spectral variation.

Tenn the other Gack

ush of the combat in Soul Reaver is close-up, fist-and-foot-based action, so the game is in mortal danger of falling foul of what we call Fighting we syndrome. This is where blows are impossible to aim, thanks to the 3D screen depth. In order to give

pleasing Tekkon-like action, Raizeil's attention can be locked to a target by helding R1. Once pressed he will always face his nearest fee, enabling you to bob and weave around them with the B-pad, while every thump, kick and sword stab makes contact. Clever.









Official UK PlayStation Magazine

oture of Tomb Reider worlds, Sout Apavor's many dangeons and existing highling Huminates scenery and character fol Each bors, tol The eamers swings around to give the best view,



Suddenly, by being able to swim or climb, a whole new area may become accessible and slowly and steadily the world gives up its secrets to an ever-more-powerful Raizeil.

Another amazing Soul Reaver curio is the absence of any weapons or a goods and chattels inventory. Raizelf carries nothing with him, relying on handily-placed pointed sticks and crockery to all him in mortal combet. Stakes may be pulled from the ground, railings ripped apart and urns and rocks hoisted aloft and flung at the assorted zomble-like baddies and scaredy-cat humans. A switch to an 'aiming view' shows us exactly where Raizelf will fling his new spear, enabling you to take out nasties remotely. The ultimate weapon in the remotely. "The ultimate weapon in the game is once more the Soul Reaver sword. You get this after your first battle with Kain. It can be used in various ways by powering it up with different elements. Dipping the Soul Reaver into fire, water, ice and so on gives it different abilities which certain bad guys or obstacles are vulnerable to, offers Rosaura. The combat is pleasingly satisfying

even without such weaponry however, with successive 'attack' button presses



The older to weapon in the game is one were the Soul Rose ver sound. Von got this after your first battle with Kain, It can be used in various ways by powering it up with different elements.

firing off punches and kicks. "Each of the 30 or so enemies will attack you in different ways. We've tried to make them all unique. The enemy Al is something else too, we have smaller, weaker bad guys who'll run away and fure you into battles with bigger bosses," warns Ms Sandoval. "Also, humans can be either your enemies or worshippers, depending on how you treat them," she explains. "Kill humans and they'll remember and attack you the next time you come across some. Alternatively, treat them well and they'll worship you, perhaps

offering themselves as sacrifices like this [she mimes going into a limp-bodied trance), so you can easily fill your health meter."

in addition to the spear and vase chucking. there's more heavyweight artillery available in the form of spells or 'glyphs' which are earned by solving various, usually templebased, puzzles. These temples are dotted about the landscape and

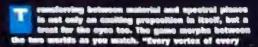
will soon become familiar to you. "There'll be all kinds of visual and aural cues so you know that

something special is there and you ought to stick around," hints the cunning producer. The glyphs come in various forms, being special screen-clearing attacks fuelled by your life meter. **Pressing Select** brings up a glyph selector. They're not essential to finishing the game, but will make later devilish battles a tad easier. With such a sizable quest ahead of any would-be vampires, saving your game (to allow for the

consumption of 'tea' or for toilet visits) is a must. So, save crystals or save anywhere, Ms Sandoval? The game will enable you to save your position anywhere. I don't like save points. With a game as complex as this we want the player to explore and take risks. You won't dare try certain jumps or do other cool things if you think you're going to die if you fail." Very wise.

PSM suggests that you meet us back here next month when we shall be exclusively reviewing this epic (dishing out more tasty titbits in the process), and you can try out the game yourself via an exclusive playable demo on the disc.

A wide now world



is an 'alternative position' and every surface ternative texture'. When we move between rything moves to its alternative," explains





PREPLAY

A SNEAK PEEK AT THE GAMES ALMOST PEACY FOR THE SHELVES. IS IT LOOKING GOOD OR IS IT LOOKING TERRIBLE - PSM GIVES YOU THE LOWDOWN



"There's only two *Premier Managers*," chant the crowds. And, would you believe it, they're right.

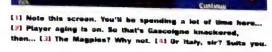
o begin, a warning. If you're not fond of football turn the page if you're merely 'fond' of football, flicking over this PrePlay is advisable too. You see, to appreciate the vague yet manifold delights of the football management sim, you have to 'love' football with a capital 'L.' If you don't then you should – for your own benefit – leave.

What is it about football management sims? Reduced to their constituent elements, their 'gameplay' involves simple observation and manipulation of statistics. In videogaming terms, they're more akin to spreadsheet software than FIFA or Actua. But they can be very addictive.

PREMIER MANAGER ISN'T A RADICAL OVERHAUL OF ITS PREDECESSOR'S DESIGN BRIEF.



PlayStation management sim to make the metaphorical grade Admittedly, it lacks the depth of its PC equivalent, but as its save games have to fit on to a tiny 1Mb memory card rather than a gigabyte-packed hard drive, PSM forgave its comparative lack of features and awarded a hearty 7/10. It isn't perfect—as the score, naturally, suggests—but it did pave the way for this sequel, Premier Manager '99







[1] Who's performing? This screen tells all. [2] The team screen - the backbone of PM 'se

Like many videogame sequels of late, Premier Manager '99 isn't a radical overhaul of its predecessor's design brief Instead, it builds on its foundations, addressing player criticism and praise while introducing the odd new feature. The most striking alteration is the introduction of the Actua 1 engine for game highlights. Barry Davies reprises his role as agent commentator during these sequences, and it is remarkable.

■ RELEASE DATE:

February





Control

IT1 Choese life. Choose Wolves. Choose promotion. Gah. As if... IZ1 This would be the front-end screen, then. IZ1. The Poison Opponents option (end result pictured) won't be in the final version... IZ1 Helio, Paul. IZ1 Super, Indeed. IG1 Yes.

just how well they work. Both goals and near-misses are featured, heightening the agony and the ecstasy of defeats and victories respectively. For managerial masochists, the opposite applies.

For those who prefer a more continental brand of football, the Italian Serie A joins the requisite collection of English leagues. Gremlin hopes that both championships will run concurrently - and, in all likelihood, they will with managers able to begin their career in either competition. This opens up a few interesting opportunities. It would be possible, for example, to begin at Barnet, defect to Atalanta, pop back over to Blighty for a brief tenure at West Ham before leading Milan in a championship-winning season. It's a tantalising prospect.

Premier Manager '98 is enjoyed by a considerable number of gamers, but many have passed comment on its, shall we say, idiosyncrasies. From problems with substitutions to an unconvincing aging system – Jurgen Klinsmann still knocking them in for a second division club at 40, for example – Gremlin has duly noted the chants of its demanding fans. It has also taken steps to improve many of the the tactical options, offering a slightly more versatile system.

For fans of midweek matches, the European Superleague presents an opportunity to pit the Premiership or Serie A's finest against fellow EU competitors. It has a lot in common with the real-life Champions League – bar its name, due to licensing restrictions

GREMLIN HAS DULY TAKEN STEPS TO IMPROVE MANY OF THE THE TACTICAL OPTIONS.

and introduces the likes of Ajax,
 Dortmund and Real Madrid.
 Although these teams don't
 participate in their own regional leagues, they are fully-staffed,
 genuine teams. Muster the cash,
 and it's possible to tempt Rivaldo from Barcelona.

There are numerous incidental, though no less pleasing touches too. Order improvements on your team's stadium and you can view the work as it progresses, piece by piece. Similarly, each player has a personal photo and a brief dossier. It's even possible to sell individual advertising holdings. Premier Manager '99 may not appeal to everyone, but at this stage it seems to be shaping up as the PlayStation's finest football management sim thus far. And, at the end of the day, that's what counts, eh?

James Price 🚢



O POINTS

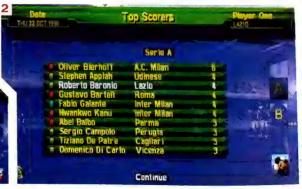
- isss the Improved Actor 3 engine for the game highlights.
- European Super League? That'll do nicely.
 Manage Millen? We like that, top.
- Salling advertising hordings? Photos of players? More tactics? More players? Why, we're in footy-stat heaven.

O POINTS

- Match sequence and highlights appear a bit divorced.
- The match sequences need work.
- Hardly a quick fix game.

ADVANCE WARNING

Well, here's a treat. Not only has Greenith action/viedged, the requests of Premier Alexager 188 fans, it has also clauded in a load of new features. "So near and yet so he;" was the general consensus on last year's version. Progers and Predatur boots crossed for Premier Alexager 185, then...



[1] Not Liverpool fans then, Gremlin? [2] The onion bag is perpetually bulging, and here are the culprits.

I**PRE**PLAY

■ PUBLISHER Eldos ORIGIN uĸ ■ DEVELOPER **Pumpkin Studio** ■ STYLE Arcade strategy ■ RELEASE DATE February ■ PLAYERS



Hallelujah! The missiles are flying over Washington, Beijing and Moscow. Billions are dead and you're tanked-up for revenge...



ommand & Conquer is a

great game but it doesn't

exactly pander to arcade

tastes. Neither does it

have a third dimension with which

C&C's strategic nous with the 3D

battle action of titles like Return

to bedazzle originality buffs. Warzone 2100 attempts to combine





vehicles to direct a group's fire at single or multiple targets. But before you scrap you'll need to build up your military might, uncovering resources and building factories, power

Designing new units is a big part of Warzone 2100. By giving each vehicle interchangeable armament, armour and propulsion components you can boost the

number of units you can produce to over 2,000. You can design anything from a super-nippy VTOL attack craft to a lumbering giant of a howitzer-toting heavy tank. There are over 400 different technologies to develop, but because your

resources are finite you'll have to get your priorities straight if you're to

overcome stubborn enemy resistance. Warzone looks like a well thought-out and well balanced combination of strategy and action. The Campaign mode is especially promising offering three large maps and the opportunity to build up your base over several missions. Oh, and did we mention the link-up mode so you can battle against a

Pete Wilton

a bad thing?



hybrid of Command & Conquer and the recently-released Wargames, Warzone 2100 offers strategy thrills for the more impatient dictator.



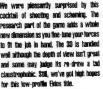


[1 - 30 Try the playable Warzone 2100 demo on next month's PSM disc.











O POINTS

- Combines 30 blasting and think

Build your own tanks.

Long lasting Campaign option

6 POINTS

Not visually shapping

 May be too complex for some O ADVANCE WARNING

cocktail of shooting and scheming. The research part of the game adds a whole new dimension as you fine-tune your forces to fit the lots in hand. The 30 is handled

mate? Who said armageddon was



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I**PRE**PLAY

■ PUBLISHER ORIGIN **United States** ■ DEVELOPER Inland Productions ■ STYLE Wrestle 'em up ■ PLAYERS



THUS

For your delight, THQ presents hairy, sweaty men in leotards. Should you like that sort of thing.



My nan used to love watching wrestling especially Big Daddy. "His name's Shirley, you know," she'd say.

or what is essentially a very expensive, cartoonily violent pantomime, American wrestling isn't half popular. Of course, everybody has the right to go and shout at fat men in tights, even if they're not consenting adults, but the whole thing seems to provoke far more interest than we simple folk can understand.

Perhaps, though, it is the very over-the-topness of the whole the emphasis on entertainment

Because, you see, the various WCW/WWF games sell by the bucketload. While not technically brilliant, games like WWF War Zone (7/10, PSM37), are rollicking good fun. WCW/ NWO Thunder, though, is the consequently has a lot to prove. From what we've seen, however, this

Chief among the ironing-out of its predecessor's faults is the copious tweaking of the game engine. Optimised to run both faster and smoother, the action within the game is now equivalently meatier and far more satisfactory to play. An oil-tanker's worth of new moves has been added too, so you shouldn't be short of anything that enables you to throw an opponent on his head, before jumping on it. Elsewhere, there's a completely updated roster of 60 wrestlers (including beardy fat-head Hulk Hogan, now defected to the evil

NWO), running commentary, a smidgen of character design (allocating strength and endurance and, erm, costumes) and wrestler's rants, which should be entertaining.

On the downside, the graphics are still irritatingly shoddy and the wrestlers themselves are a bit too skinny to convince - and, despite the improvements, pulling off moves is still slightly sluggish. But there is time to iron that out.

Anyway, four players, eh? That's not to be sniffed at. We'll tell you all about it soon.

Jes Bickham





O POINTS

- Over 60 real-life wrestlers.
- Polished and improved scrapp
- Four players!

POINTS

- Graphically shoddy.
- · Stightly unresponsive controls.
- It's, er, wrestling....

O ADVANCE WARNING

Despite the bucketload of extras and all the tweaking that's gone on, WCW/WWI Thunder is still a rather slow game to play and the faults of the original game don't yet seem to have been completely rectified. It'll need to be too notch to compete with the more accomplished wrestling staples, such as War Inne.



US



In the far, distant future we'll all be fighting over little electronic flags,

apparently. Welcome to the twisted world of Bloodlines.





Perform a victory salute as the last flag is claimed.

t's hard to describe Bloodlines, but we're contractually obliged to try, so here goes. Bloodlines is a game of capture the flag. Each round takes place in an arena with several electronic flags dotted about. To win, each player must turn every flag in the arena bar one to his colour by running over it while he is in control. Being in control involves either being the first person at the beginning of the round to run over a flag, or tackling the player who is in control and therefore reversing the flag. So at any

time, there is only one player able to capture flags, all the rest are trying to tackle him/her so that they can be the person who can capture flags.

Sound confusing? Actually it isn't. Sound frantic? Actually it is. But it's frantic in an entertaining way. Bloodlines can be played with any number of players from one to four. There's a single-player arcade mode, which operates exactly like a classic beat 'em up such as Tekken, with the player progressing through one-on-one rounds until they meet the bosses, unlocking secret characters and arenas along the way. There's also a hyper-frantic multiplayer mode which is where the game really starts to shine. Plug in four joypads via a Multi Tap and you're in for one of the most pleasurable multiplayer experiences the PlayStation has yet to offer.

Controlling the game is a relatively simple matter of joypad movement and button-pushing to control your moves and attacks (there are combos and specials, too). There are lots of characters to choose from and Bloodlines has really good, strongly-defined characters that add a lot of fun to the game. There's nothing quite like Bloodlines on the PlayStation, which is a good thing, but whether the game packs enough punch and, indeed, whether there are enough players out there with Multi Taps and friends to enjoy the best part of it remains to be seen.







The 'flags' cleverty change colour as you claim them.



(1) Alex is distinctly Scottish and owes a 'creative debt' to Trainspotting. (2) Leaping points give you a height advantage.



O DOINTE

- . Fundant multipleson sellen
- Strong characterisation.
- Sacrets to discover.

O POINTS

- Slightly pedestrian one-player game.
- May be too unusual to catch on.

O ADVANCE WARNING

Bloodines is an excellent and highly baudable attempt to invent a new genre for the PlayStation, and it's refreshing to see such originality. We last hope it works.





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IPREPLAY

UK ■ PUBLISHER ■ ORIGIN Pavanosis Strategy ■ DEVELOPER ■ STYLĒ ■ RELEASE DATE ■ PLAYERS One February



Wanted: Dominatrix with ambitions to rule the world. Must know your SCUDs from your duds. Experience in strategic weapons deployment an advantage...







As this is just a dodgy FMV intro her make-up was done by secondyear Schofield Infants.

verybody wants to rule the world. It may be a crusty old '8os song but it's not a bad basis for a strategy game like Global

Domination. This new brain-tickler from Psygnosis is best described as classic videogame Missile Command meets classic board game Risk. It's the 21st Century: The Millennium Bug has caused the breakdown of civilisation as we know it, what with nobody able to access cashpoints or book cinema

seats in advance. It's only a matter of time before World War Three erupts so, as the latest recruit to a shadowy international command agency, your job is to keep a lid on it and ensure that only those who truly deserve it get bombed back to the Stone Age.

After an initial helping of FMV you are shown an astronaut's-eye view of the globe. By rotating it back and forth you can pin-point installations and enemy forces to attack and also launch interceptor missiles to defend your besieged nation's populace. At first you only have offensive and defensive missiles, but soon you are commanding squadrons or fighters and bombers and cruiser groups. That all the action takes place on only one screen is a bit of a let down until you realise that, with so many conflicts kicking off, any more detail would be too confusing.

So far the major gripe is the control system. The game is clearly aimed at mouse-owners as, although it works, aiming quickly with the Joypad is awkward. With its emphasis on the big picture, Global Domination is also unlikely to win over those of an arcade disposition. On the other hand it's certainly looking big and tough enough to satisfy the most powerhungry strategy buff.

Pete Wilton



O POINTS

- Indical classes

O POINTS

- All the good looks of a dirty loo level
- Bandy-actine FMV hits.
- Could get repetitive.

O ADVANCE WARNING

This make take in tart bank on for a ca



PREPLAYI



In Roy Catchphrase Walker fashion, SCEE says what it sees. It has running in it. And it's wild...



unning Wild is a race game that forsakes the current trend for fully rendered motors,

improbable hover boards or toy vehicles in favour of characters who just run to the finishing line. It sounds simple, it is simple and it works beautifully.

Six human/animal hybrids are the stars of the show, with their respective physiognomy directly affecting their running ability. While this enables the 989 team to trot out the customary 'powerful but slow' racing cliches, Running Wild's garrulous presentation blinds you so much that you almost forgive them - it even manages to hide the game's blatantly unoriginal content.

There are no frills or fancy intros, and 989 has kept everything to the bare minimum, preferring to

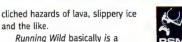


[1] Oooh, you could slip and fall... (2) That lineup in full.

showcase the actual racing. The three-lap runs take place in five main venues, with a further two awaiting those who have mastered the Easy and Medium settings.

The race begins with a roving camera tailing the player's manimal runner as they barge opponents out of the way, and you use racing stalwarts such as speed-up pads and turbo icons to steal the advantage. Control is similarly spartan with the occasional tap of the jump button used to avoid the





stripped down Crash Bandicoot, but its simplicity makes for an immediate game. 989 has worked to keep everything streamlined, and it works. During the course of the game, players can take short cuts, perform cartilage-cracking leaps and slide on their bellies. Ease of play is, as ever, a double-edged sword and although the three difficulty levels are tough hombres, a mere seven stages ruins longterm appeal. That said, playing Running Wild made PSM grip the joypad so tightly in our quest for record times, we experienced acute wrist cramp unknown since our early teens. A sure reminder that there's a lot to be said for shortterm gratification... Steve Merrett



O POINTS

- Fast and slick gameplay.
 The three difficulty levels offer a real
- rous short cuts and secondary

POINTS

Nat enough levels. Kids only?

ADVANCE WARNING

makes Wild is the perfect game to ice the rese-coloured specs brigade - a playable recer with its roots in the old school of simplistic titles. It is hun slick product. We have our doubts over its lesting appeal, but while it lests Running Wild is a chuckle from start to mish, Ready, S&L...



(1) ice ice baby... (2) Ready, set... NUN YERY DUICKLY! [3] The sveite pandaweman. Minces a bit, this one.



Racing 'n' blasting

Glass Ghost



Develop Rommelesque tanktics in this accelerating armoured altercation.





(1) Take your kettle car for a dip. (2) A speed boost. Smart.

ne would, of course, be a mite foolish to wear salad. Equally ill judged, perhaps, is bathing in cardboard. Chewing carpet. Fighting with baguettes. Blowing your nose on a telephone. Racing tanks. And there lies the rub. For while most of these absurd pursuits remain the preserve of fruity minds, the latter is now a game by Grolier.

So to business. Yes, it's a racing game. Yes, you're in tanks. And that's, kind of, it. As you might predict fanciful, but beneficial, objects are plopped about the place waiting for your attention. There is a choice of tanks — with manifold diversities, including speed, grip and acceleration. And the title includes eight track themes, incorporating trawling through villages, theme parks and moon domes.

And how does this festoon of armaments rack up on the visual frontier? Not that well really. The turreted traversers are boxy and undetailed, the route down the track builds itself in lumpen blocks right before your eyes and the landscape appears uncrafted

and cubular – so why is it so damn playable?
It's a tough one all right, but it is surely down to the mechanics of play. The robust, sluggish



(1) Alien transporting coloured beams. (2) Well done big track.

transports drift round the track, flattening cars, foliage and — what appear to be — cardboard cows with ease. The handling is deeply pleasurable. On top of this you can rotate your roof-mounted cannon independently of your chassis. This is vital, as during a heated dalliance for position, one can casually spin the turret to face the competition and let fly with heated blobs of metal. Interestingly, this does exactly no damage whatsoever. But what it does accomplish is hammering the



[1] Ping dudes with your mounted cannons. (2) Two-player Japes.



offending tank off course, enabling you to sail past. Indeed none of the power-ups or scenery will so much as dent you, but the opportunities for inconvenience are legion.

With two-player arena battles and races and single-player rankings to work through, not to mention hidden games, *Tank Racer* is shaping up into a quirky, but potentially entertaining title.

Stephen Pierce



O POINTS

- Notating turrets offer violent lengts
 The handling is basic, but pleasant.
- Simple-player fun sits just the right side of tricin.

O POINTS

 Visually, It's uninspiring and flaccid, Was an old sausage.

ADVANCE WARNING

It's the kind of title which needs championing and could well go on to be an enfour hit. The limp eye candy won't do it any favoure, but the title's inherent simpleness onsnares you by the thanks and demands attention. Currently it's a quirky, playable game which could really do with a make-over before release.

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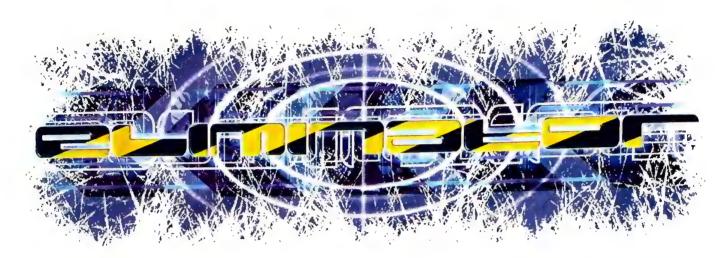
rs for College or street to the control of the control of the left paper. Change the college or street to the college of the college of the left paper. Change the college of the left paper. (Or left SI, FOS SIG.

PREPLAY

■ PUBLISHER: Psygnosis ■ GRIGIN UK

■ DEVELOPER: Magenta ■ STYLE Future blaster

■ RELEASE DATE February ■ PLAYERS One to two



Contenders, ready? Gladiators, ready? Cast of *Prisoner Cell Block H,* ready? Meet a game that adds new meaning to the term 'jail break'...

he Scrubs: Circa 2880. Political prisoner R Barker is forced to enter a life-or-death contest by The State after attacking warden McKay. His struggle for freedom, fags and an end to 'slopping out' will be televised throughout the civilised galaxy. Pausing only to mutter "Alright Godber, look after the lads for me," he squeezes into his attack craft and prepares to face almost certain death. Sorry, we had to give a UK slant to this story of maximum security prisoner turned freedom fighting pilot, otherwise it would've only ended up a TV movie starring Sly Stallone.

In a world of videogaming mongrels *Eliminator* is yet another cross-breed. It's sort of *Twisted Metal* meets *Dodgem Arena*. The idea of the game is simple to the



[1] Blast each other in twoplayer mode. [2] This boss must die, [3] Some extra time.

point of cliché: you pilot a heavily armed craft and must fight your way to the end of each arena within a set time limit. There are robots, mines and gun emplacements. Basically, if it moves (or even if it doesn't) it's dead set to pass you a death sentence.

Like Dodgem Arena there's nothing in Eliminator that we haven't seen before, it's the combination of elements that surprises. Speed + guns + mazes + time limit = a game where economy of movement is almost as important as pin-point blasting. In this early version targeting is a





problem, with a down-push of the D-Pad raising sights, so you're often blasting at the knackers of a robot when you should be shooting its head off. While speed is normally a good thing, here it seems more like a handicap. There's only so much dodging you can do when the exit from each area is being blocked until you destroy the sentries patrolling within.

It's early days for *Eliminator* but if it's to beat genre-busters like *G-Police* then it's obvious that some heavy tinkering is needed. Different? Yes. But can it tempt us away from all the racers, adventures and beat 'em ups? The jury is out.

Pete Wilton



POINTS

- Super-fast sieds.
- Action against the clock.
- Two-player head-to-head.

POINTS

- Targeting needs re-thinking.
- Arenas are too small.
- · Falls awkwardly between two gonres

Q ADVANCE WARNING

Without being Judge, Jury and executioner even at this stage, it's clear that Eliminature needs a let of polishing and fine-tuning if it's to be deemed an AAA title. Future sports sims are a difficult game type to get right at the lest of times and the addition of basising to the equation only really adds an extra element of uncertainty. It's fast and furbious but we're wervied Eliminature won't have the gameptay to hook the more hardened gamers.



[1] Look out for for missiles and other top power-ups.
[2] One ugly robot. [3] Dodge these incoming rounds.



Vorld One Solved

SPYRO THE DRAGONEvery Dragon Revealed

ISS Pro '98 **FIFA '99 Actua Soccer 3** Michael Owen's **WLS '99**

Resident Evil V-Rally

Sale

|**PRE**PLAY

m PURRESHETE

■ DEVELOPER

RELEASE DATE

■ DEJICINE

NK System m STVD

> Fahruary ■ PLAYERS

Japan

RPG One to two



No, it isn't a dodgy anime-style Japanese porno-game, it's the latest RPG from Sunsoft. That first one sounds interesting though...





Monstor Soud cortainly looks very protty, with loads of levingly detailed polygonal characters and well-drawn backgrounds.

summon your own monstrosities and throw them right back.

In the town of Rempearl recent excavations have uncovered dozens of monster seeds - ancient eggs from the world's Fourth Age. The Rulers of Rempearl can hatch these eggs, giving rise to monsters that they can then summon at any time. By using combinations of different Seeds, chemicals and temperatures, these Rulers can affect the abilities of the monsters they create, tailoring them to specific needs. Unfortunately, some Rulers use their powers for personal gain, terrorising others and generally being nasty and spiteful to all and sundry. Which, rather predictably, is where you come into the picture.

As Daniel you must learn how to breed monsters and then pit them against those of the nasty Rulers in spectacular combats. The flexible hatching system will allow you to create literally dozens of

different types of monster, each with unique powers and abilities. The game will combine exploration. character interaction and so on with a fair degree of strategy and tactics, as you decide which monster to use and when

Monster Seed also looks very nice, with a host of fully texturemapped polygonal characters and monsters, which really come into their own in the intuitive turn-based combats. The finished game is unlikely to appeal to everyone, but dedicated RPG fans should look out for more details soon.

Andy Butcher



O POINTS

- ok areal.
- Ability to brend cas depth and variety
- intuitive turn-based cor

C PAINTS

- . Poor translation makes some conversations bard to follow
- Throws you straight into the action,
- aking it initially confusing to play. The plot takes some time to get started.

ADVANCE WARNING

Monster Seed seems to be an interesting nation of ideas from several different RPCs and has some neat twists of its own. In addition, the graphics are very pretty and the monster breeding is intriguing. However, the poor translation from Japanese really lets things down: the story is very unclear. But it does look set to be an interesting and quirky little game, it it's no Final Factory beater





In your adventures you most dozens of characters and visit locations from shops to houses to dungeons. Yay!

o RPG is complete without a veritable horde of different types of monster for the plucky hero to send back to whichever hell

they may have sprung from. They may be large or small, vicious and nasty or cute and laughable, but they're always lurking around the next corner, waiting to jump out and start a fight.

Monster Seed, the upcoming RPG from Sunsoft, is no exception, boasting an almost limitless range of fanged, clawed, spiked and oozedripping nasties of every possible shape and size. What makes it slightly unusual is that you get to fight fire with fire - when your enemies throw dozens of the critters in your direction, you can

In-house

Puzzle



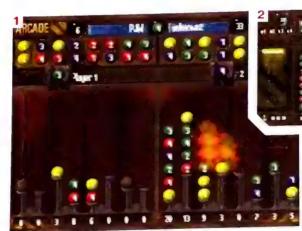
Red, colour, red, colour... [snore]. Can a puzzler that's played at the pace of snooker take off? Well, if Steve Davis is called a sportsman anything is possible.

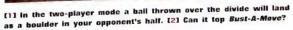
uzzle games featuring multi-coloured blocks have been around since the very dawn of consoledom. The idea behind them is that blocks tumble from the top of the screen and must be manipulated into lines of the same colour to make them disappear. The eventual goal of all such games is to exhaust the supply of blocks and clear the screen. Swing adds two new elements to the equation. Firstly, the bottom of the screen is lined with see-saws that look like grocer's scales and secondly each ball has a different weight,

indicated by a number on the side.

If positioned horizontally the balls behave much as you'd expect, vanishing once they're aligned in threes. Vertically it's a different story, instead of vanishing, columns of balls will compact to form a single, super-heavy ball. This is where the see-saws come into play as a heavier ball on one end will lift the ball on the other or even flip it into a new column. This







makes actually lining them up more difficult as see-saws tilt one way then the other as balls are added it's a bit like juggling in an abacus.

Matters are both helped and hindered by a selection of 28 special spheres that produce a variety of effects, from munching all of a particular column to clearing the whole screen. It has to be said that whether you're playing in Sudden Death or Mission mode Swing is very odd. Unlike most similar puzzle games speed is certainly not of the essence as you calmly ponder dropping a red ball over here or over there, mentally weighing up numbers and leisurely

perusing the top of the screen to see what's coming up next. Grey matter-wise it's more akin to doing a crossword than the frenetic shooting and twirling of *Bust-A Move 3* or *Tetris Plus*. Even on two-player the pace is measured as you try to catapult balis from your screen to land as troublesome boulders in your opponent's half.

Will it catch on? This version isn't as visually appealing as some of its rivals but then it's the bulging nuggets of gameplay that everyone's after and we'll need the extended workings of a PlayTest to mine that information.

Pete Wilton



O POINTS

- Lots of original features.
- Two-player head-to-head.
- Strategic depth a pienty.

POINTS

- The measured pace might leave your thumbs cold.
- Not that pleasing on the eye.
- Might be too odd for some.

O ADVANCE WARNING

This has been knocking around in PC land for a while and seems to have found a niche audience there. But whether its deliberate gamepley will appeal to arcadeweamed PlayStationites like us is another matter: Puzzle games are often sleeper hits but no-one in the PSM offices is hooked on this... well, not yet.





[]] These balls have different effects. [2] Three stars clears the screen. [3] Super-heavy balls.



The Delta was a second

ANALYSIS DOUT YOURS



THE SLEEK TOOK PROGRAMIVAL

WN PLAYSTATION

WITH A GROUNDING IN THE

THE SYSTEM JAMES PH

Officeronian





WHAT'S IN THE BOX

ff could to better," has long been the rallying cry of the disgruntled gamer. Net Yaroze bas a straightforward reply: "Why the hell don't you?"

For the new, reduced price of

£229, Net Yaroze members receive the items listed in the boxaut on the right. In addition, you'll need a minimum-spec PC - 486DX2 66MHz with one free serial port and 4Mb RAM (we advise a more powerful machine) - or an Apple Mac, but a

decent PowerPC is a most Other expenses are optional. The Net Yaroze can display PAL and NTSC signals, so you might consider investing in a new TV, if you'd like a better quality display, spurn the AV cables in favour of the superior SCART or S-Video equivalents. Finally, Sony offers a third-party development system, called CodeWarrior, for £90. If you're serious about creating Yaroze games, you'd be well advised to consider it.

BLACK MULTI-FORMAT NET YAROZE PLAYSTATION

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- R3000 C COMPILER
- LINKER
- Fills(c'
- PLAYSTATION BOOT CO
- ACCESS CARD (security dongle)
- SERIAL CABLE (connects PC or Mac to black PlayStation)

建程和1648270600

- DOCUMENTATION (three manuals)
- START-UP GUIDE
- USER GUIDE
- LIBRARY REFERENCE
- ACCESS TO NET YAROZE MEMBERS WEB SITE

ASK THE **EXPERT**

e Bave a Net Yaroze pack to Ade Miller, a programmer with 70 years experience, and told thin to get on with it. Here's what

W44nexists when we ray finally arrives, it's matt black and sucks in light — a bit like the Death Star but with more gameplay. Hooking it up is a step-by-step affair and a test program is provided so it's easy to check that the whole system works before trying to write any games. The before trying to write any games. The CodeWarrior development system appears like a Mac application, but seems to do the business. It also includes a program for development complexed programs on to the various friday. The less program, URECK, displays bounting balls on the garen and enables you to vary the number of balls using the controller. Not very enticing, but opening up the CodeWarrior project reveals it can be CodeWarrlor project reveals it can be some in early a few pages of code.

Saturday: Time to write some real code, Tear CHECK apart and turn it into a real game, rather than a den The CHECK code is a bit messy and needs a spot of rewriting so, I can reuse bits of it. Turns out that although CodeWarrior Will Compile C++, a more powerful version of the C language, the Yaroze doesn't run it It's a shame, but it's not the end of the world: Time to dust off those die C manuals

Code has to be downloaded on to the Yaroze before it can be tested. This really makes you think about what you're doing before going to the trouble of downloading it. Boviously downloading a whole game using the serial connection to the Yaroze would take quite a while, luckly Sony thought of this and a fot of the Yaroze code is stored on a special CD; minimising download times. The Yaroze has a debugger so you can

Yanze has a debugger so you can watch the program running and see what's wrong with it.

Sundays visited the PlayStation with site at http://www.playstation.europe.com/home/games/gm linus.html which has a link to the Net Yanze site. Armed with a password you can access the latest news, as well as a support page and links to other Web sites. And there are loss of Yanze games to play and try out for yourself.

other Web sites. And there are loss of Yaroze games to play and by our for yourself.

Monday: Well after only a ten house of work I almost have a working Breakour-like game. Sony has made it easy to put games together. What the Yaroze kit doesn't give you is tools for creating graphles and sounds. You'll need to use other applications, like 30 studio, to give you game a bit more line sony does provide lots of troos for converting common graphics and sound filt formats to PlayStation formas. I'd certainly need to spend more time on my Broakour game to give it that professional finish.

Conclusions is it worth at I fryge venot got a PlayStation and fancy having a go at games programming them at Easy the teroze is an easy choice it's more expension than a normal PlayStation but the extra firso is pretty comparable to what you'd spend actions your Pt. up to develop Widdows games, you should certainly consider investing in code Warrior as it makes file quite a bit easier. The Net Yaroze's library is at for more straightforward the state within games in than Microsoft's Urect Vechnologiand you have the addict bonus of being able to pion inneared Japanes and US nitles.

Set yourself a lob in live genes industry and the whole thing will not the proper industry and the whole thing will not the proper industry and the whole thing will not the proper industry and the whole thing will not the proper industry and the whole thing will not the proper industry and the whole thing will not the proper industry and the whole thing will not the proper industry and the whole thing will not the proper industry and the whole thing will not the proper industry and the whole thing will not the proper industry and the whole thing will not the proper industry and the whole thing will not the proper industry and the whole thing will not the proper industry and the whole thing will not the proper industry and the whole thing will not the proper industry and the whole thing will not the proper industry and the whole thing will not the prope

Get yourself a lob in the gemes Industry and the whole thing will pay for itself by your first coffee break

s part of Sony's drive to extebilish the Net Yeroze, various universities have made the universities have made the decision to run courses specifically geared towards educating students in the art of programming for the machine. A good example is that of Middlessa University, which this summer decided to offer a short Yaroza course. The demand was such that it decided to provide a second, in order to fulfil demand, in the UK alone, there are around as universities that have offered (and will offer) Yaroza tutorists, and this number is certain to grow.

The University of Abertay in Dundee has gone one step further. Thanks to a generous donation by Sony, students attending their computing courses – like those taking the BSc (Hons) Computer Games with Japanese – can now take advantage of a dedicated Net Yaroze Development Laboratory.

Interested in attending such a course? Here's a brief list of the universities that have offered their services so Jan. If there are many people interested, they'll expand or increase planned sessions accordingly. The fees will vary, but largely you'll find that they're quite reasonable. decision to run courses specifically

- University of West of England, Bristot
 Bearnementh University, Bournemouth
 Derby University, Derby
 Sit Hotons College, Merseyside
 Southempton University, Southempton
 University of Plymouth, Plymouth
 Liverpool John Moeres, Liverpool
 Grimaby College, Grimsby
 University of Lincolnshire and
 Humberside, Hull

- Numberside, Hull Middlesex University, London

It's worth visiting the Yaroze wab site at www.scae.seny.co.uk, for details and contacts of all forthcoming Yaroze courses.



Alich football game recently sent the ASM team into paraxyams of delight and, according to a regular basis in Sony Europe offices? FITA 'get Nape. Actua Societ', 1 No. 155' 98' Not even close. The answer't Total Societ, a Yareze game programmed by Charles Chapman.

The Varoze was taunched in Europe during 1097, after a successful dabut in lepan. Billed as 'the programme bile.

successful debut in lapan. Brilled as the programme and coloured a sleek black - rather than the traditional grey - It offers would be gaming buffs the upportunity to create their own Playstation games. Unked to either PC or Mac. literally anyone with a grounding in the C programming language can get to grips with the system. With dedicated software supplied, special libraries of code routines and fire netassian cobies as standard, by an inexpensive route into the programming world.

If you know ifferally nothing shout coding games, Yaroza world furn you into expected providings. Buff you have a basic grounding in the arcane as of programming and anyonings, allow been interested in programming and was my first expute. Sand Biffer Boy was my first enough game affort using C. says Chase characters to learn C and Biffer Boy was my first enough game affort using C. says Chase the result of 12."

Toy a first attempt at creating a same using the PlayStation and the C coding language. Biffer Boy has enloyed an anguage.

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(see University)

Challenge): II. on!

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have a tentative greep of the principles but need a fittle haip. Set age started, there's asymic the interest.

eregramming languages around.
If you're leaking for a career le-grogramming, krowledge of E is a regulate. Fortunately, there are many, many books and

One of the key features of the Met vacces is the dedicated on-line services officed by Sony, With a modern and an account with an internet Service Provider USIN, Varote owners can get in leach with other programmers receive technical support and even find inspiration and advice from dotate sources. Some is reptifully proud of this club atmosphere and the willingness of members to help their confemporaries.

"There's a newgroup, that supports and offices advice with any problems you might have," says this Chadwack. "It

IF YOU KNOW NOTHING ABOUT CODING GAMES, YAROZE WON'T TURN YOU INTO A TOP DEVELOPER OVERNIGHT

Incredible level of success, Winner or Best Yaroze Game and Best Overall Game at the recent Game Developer UK awards in Scatland and the Yaroze 1st Anniversary competition. Chris has the black PlayStation to thank for his recent move into full-time programming. "After the GDUK awards, someone from SCEE mentioned my name to the affiliated company Sighth Wonder. The people at Eighth Wonder were looking for another programmer, so they gave me a ting shortly after I got back. I came down for an interview and I got the job.,"

Lagring Clainot as difficult as it may sound: To the layman, its seemingly complex and near-incomprehensible lists of commands may appear as impenetrable as an Iris Murdoch novel, but it's one of the most commonly-used incredible level of success, Winner of Best

but it's one of the most commonly-used

vou're having trouble with something, you can post a message to the newsgroup and someone will pick it out and help vou'? PSM knows of Yaroze owners arranging to meet in person via the Internet, in order to native about ending and game creation. The existence of this friendly, Net-based fraternity has enormous potential. White many Yaroze games are predominately solo efforts, the potentiat of such a friendly Net-based fraternity is huge. It's not hard, for example, to imagine an artist in Austria, a programmer in Australia and a musician in England collaborating to create a game. Having, created demos on eyen finagemes, Yaroze members can upload their creation onto the Internet for others to view. This can be a rewarding, informative process. If people like your game, you get

process, if people like your game, you get to bask in the glow of their wholesale

So I put my black MayStation in May's an orocacaded to dres stociate in as the deal and and write a 3D pure. I was anaton at how easy it was, with much of the how you're done for by the PS hands are. In the four months I was able to present the different games.

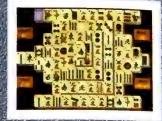
different games."

The Yaraze may be a silly ower of the but of persons a maderian of talent to get it performing it in observate. But programmes that creates the game, rather than the transferor. These are approximately above Yaraze are maderial sociologically of the tales they are producing layer creates in maderial that they are producing layer creates in games that first appeared on the Spectamore Army Yaraze games are influenced a Army Yaraze games are influenced as a producing layer of favorances recursions for the modern day Playstation. That was passed to be a started for the modern day Playstation. That was passed to be a started for the modern day Playstation.

YAROZE HALL OF FAME

HERE ARE SOME EXAMPLES OF GAMES WHICH HAVE ALREADY BEEN PROGRAMMED WITH A YAROZE PLAYSTATION LOAD UP THIS MONTH'S COVER DISK AND YOU EAN PLAY ALL 14 EF THESE CAMES IN FULL PLAY THEM AND TRY TO RESIST THE NEVITABLE ONE MORE GO SYNOROME ..





CHARLES CHARMAN

TOTAL SOCCER

A firm PSM favourits, the Kick Off and Sepsible Soccer from the Angles days rolled latu one, It's fast, It's hortbly playable. And we love it.

CHAIS CHADWICK BLITTER BOY

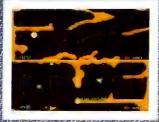
filter by his scoped in the many angrais in Use hans dest for good reason - 10°s a sypina shans inte up. How's about a sequel, Chils?

GERHARD RITTENHOFER

Martine pp station on the designer representation of the proving position it was proposed to a wore two days, too.









PHED WILLIAMS

lt's a stuple puzzle game, based on an old skoot dealgn, And N's porty bloody difficult. Toy it, You'll agree.

PSYCHON

inspired, as Den says, by Team 27's encions Allen Bread games, Poychet is a top-down maze game with gans and loads of bodies to kill.

al-AVI ATION

Bit of creat-grains publication, base, Mixing the cheests portla-artefulat Threat with recting gapte maintaining A Austin grant Man, Yout

etuant áskley **Clone**

Like Boss with Lephine, Chee is a plugibled (but plugible) tripes to ich classic. The screening of the missian starge on every time, its, mally.









HICHARD BRATH

HOVER CAR RACING

If any look like old pants, but Horer Car Bacing played hast to a tied much succee in the PBM attion, We do profes Croutt Breakers, though,... AUTENHOFER (ROCKS 'N' M TUENANEI

ll's Bouldet Dook as the PlayStation If ever & game desarrout a 'son lipsatha' lt's Foulder Corps. And part it is in the form, Hearn's for Talox



THE INCREDIBLE CONEMAN

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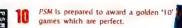
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selly: waringe. Probably has some serious

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Dreadful awid tal

Special games which deserve to go on your hand buy list are awarded a StarPlayer imp.

What's the score, eh? Why on earth does to a percentage as its standard grading system to be encumber yourself with a rating of such me many and the ultimate mark of 10 you ever come across, no matter how good Final Fantasy VII and Tekken 3 the 10/10 th 12 ye, because they are games you must have.

A percention gives the impression of the clience, but you can't tell us the when a mag awards of the property of the clience best are writer has sat the complex booth tickling through flist of 300 questions before applying some complex mattrial tical formula. We mark games out of 10. It isn't an exact sclema, but then it doesn't pretend to be. And it enables us to award game a breat mark without too much heartache.

O system is simple and accurate, and if you've been with us start, you'll know you can trust it when purchasing games.

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REVIEWED

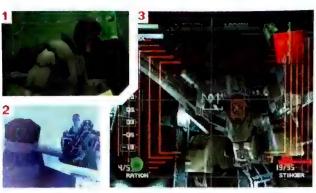
















[1] Snake surfaces and his mission begins. [2] Top-quality cut-scenes. [3] A Stinger missile battle. [4] Snake. [5] Ninja.

Metal Gear Solid

Does Metal Gear live up to the hype? What do you think?

Indulge yourself in the PlayStation's best game yet.





[1] We recommend you foolishly take time to admire the superb muzzle flashes from your enemy's weaponry. (2) Hmm, that's a mighty big robot.





f you buy one game in 1999 make sure it's

Metal Gear Solid. The odds of there being
another game as fulfiling, rewarding and
exquisitely surprising as this before the year's
out are cheese-wire slim. Stop reading. Go
and buy it now.

Metal Gear Solid is an action movie which you play on your PlayStation. And just like its Hollywood inspiration, it has a tightly scripted plot and a whole host of brilliant set pieces. And yet you never feel as if you're just watching the action unfold – you're making it happen. Dedicate a couple of hours a night to the game, opening every door, taking out every guard, examining, using and having fun with every gadget and you'll be in raptures for a fortnight. However, cane Metal Gear for 12 hours solid (no pun intended) and you'll finish it...
Which presents us with two of the

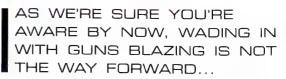
First of all, how does PSM review a game where the divulging of any

game's problems.

details will conceivably spoil your enjoyment and shave another hour off that play time? Secondly how can we recommend shelling out for any game that, in the hands of persistent, rash and uninterested gamers could be finished on the same day it was bought? We'll deal with each point in turn.

Firstly we'll just have to sneak the cat out of the bag a couple of times but we'll draw a gauze-like veil over some of the tastier (and more bizarre) surprises. You can avoid any potential upset by stopping reading now. That's now. We said now. Now... Right. Secondly we implore you to glean every ounce of worth out of the game. Not to rush headlong from one end to the other. Not to ignore or skip FMA sequences and dialogues. Not to leave large areas unexplored.

Not to buy or follow any strategy guides. In short do not do anything that you have done with any of your other











WARNING! SPOILER ALERT!

Reading these words and looking at these screenshots may give away some surprises. Look and read this lot at your own risk!









trade begins the same at the base's dock. And must pick his way across to the elevator and up to













You emerge on a gantry above the tank hanger. The elevator takes you down to the prison cells where, as one of your main objectives the Darpa Chief, needs













Cetting outside the tank hanger takes some more Meryl-assistance and Vulcan Rayon is waiting for you in the snow... The Nuke building is a wast and













One the Ministry was an analysis of found in Otsean the suclear tech-head. A hit more sneaking will have you finally meeting Meryl face to face. The







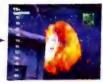






The does leve Snake's wrine-stained cardboard box and a bit of backtracking sees him finally gotting his hands on the sniper rifle, essential for taking out













It's Stinger missile versus kind helicopter. Once removed there's the small matter of invisible stealth troops to take out. Things really hot up in the furnace.













This guard won't know what hit him. And the nuke's shut-off switch is there for the pushing. A bit of jiggery pokery with the shape-changing key will sort













Snake's willy ways are too much for the beast however, and after thrashing Liquid once more he makes his escape in a handliy placed jeep - replete with

FIRSTANDA

Metal Gear Solid



the bearing of the best way isside is via a tiny air shaft high up on a vigorously patrolled halcony. Sneak past, crawl through and you're inside.



resculps. Claver Mervi, breaks you out of the cell and you head down for your first boss battle - with the deadly gunman Revolver Ocelet. Keep moving!



heavily quarded hanger where only expert sneakers will make it down to the next level. After a flirtation with electrocution and poison gas it's Ninja time:



way ahead is barred by Psycho Mantis who provides one of the game's trickler battles before allowing Snake through to the chilly caverus below the base.



Sniper Wolf, Revolver Occiot puts Snake through a grueiling torture sesh before you scale the radio tower and lock horns with arch enemy Liquid Snake.



The complex mantries lead you to a final encounter with the lightly chilled Vuican Raven. Metal Gear itself is getting closer and the ultimate battle is nigh.



out the trie of computers and Liquid fires up Metal Goar to enact his revenge. The skyscraper-sized behemeth whirrs into missile-slinging life. Jesuschrist



heavy machine gun on board. Eventually daylight emerges and Snake saddles up with his buddy and rides off into the sunset. Literally. Game over man.

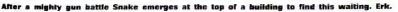
Playlest



SOLID VERSUS LIQUID

In what has to be the most unfair battle in gaming history, Solid must do battle with Liquid as he bears down from the cockpit of a heavily armed helicopter. Not really on, is it?







[1] Nide in the back. [2] Knock it off, Freakboy. [3] A cachet of bullets tops up your piece. [4] Snake and Meryi tiptoe on. [5] You could have someone's eye out with that.



The name of the game here is stealth. It's a radical new style of gameplay (soundly ripped off recently by the likes of Tenchu and even parts of Tomb Raider 3). Guards will happily patrol until they hear a noise or until you foolishly cross their line of sight whereupon they'll break off and come to investigate. A comical question mark above their head shows their intention. If they spot you this is replaced by an exclamation mark, a short siren squalls and your Dual Shock pad nearly jumps out of your hands. He and his mates (who come running over) will then set to shooting you to death. The options are to stand and fight (possible if you have a tasty weapon to hand), run for it (if you can evade a guard's attentions for long enough they'll rather unrealistically forget all about you and get back to their patrols) or die like a dog. Which is often not as foolish an option as it sounds, as you're usually only put back a matter of yards, to the start of the area and such minor setbacks are preferable to huge loses of health and mis-aimed ammo. Odd one that, and PSM would have preferred it if the penalties had been far greater. Also, the ability to save your game during any area seems a little too good to be true, and is something which further whittles away at that precious lifespan.

Driving the game forward is a plot as convoluted and fanciful as that of any Steven Seagal flick and one which is dished out at regular intervals via Snake's Codec (radio) which buzzes at the most inopportune moments requiring you to hit Select, pause the action and listen and watch as Snake engages in conversation.

[1] The Mikita missiles allow you to play from an 'in-missile' view. [2] If only you had that Level 3 keycard you could got them, [3] Clump. Clump. Arrghhli

METAL GEAR CAST

A cast of over 20 voice actors were employed converting the original (unintelligible) Japanese voices into US and Euro-friendly tenes, each waxing lyrical throughout the game. Here are the stars of the show.



SOLID SNAKE Forced out of retirement for just one more mission. Again. This too-cold killing machine carries out orders without question.



The result of a freaky experiment to brood the perfect human. This hairy psychotic Englishman has a grudga against Snake - but why?



REVOLVER OCELOT Liquid's right-hand man is an excellent shot and master of torture techniques. Quick wits and slippory moves are needed to best him.



Snako's old boss, it's he who lures Snake out of retirement to take on the mission. With his nioco Moryl at risk ho wanted the very best.



DECOY OCTOPUS A slippory customer and a master of disguiso. Is it who you think or is it Docoy Octopus? You won't know for sure until it's too late.



SECRETARY OF DEFENCE The good guy's big boss, lording it over even Anderson. What this guy says, goos, even if it's contrary to what Snake or Anderson knows.



The reason Snake is here. This important military boss is being hold hostage on the base. Your first objective is find and rescue him.



Teenage fexitress in charge of tweaking Snake's codec. She's also a bit of a whizz with the ancient chinoso proverbs. Somewhat annovingly.



Stern-faced scionco buff with Snake's health at heart. She tonds his in-body nanomachines and has knowledge of a neculiar virus...



She's besutiful, She's intolligant, Sha's got a ruddy bly gun and she knows how to uso it. Howare the

ominous flicker of

ber toner sights.



MENYL SILVERBURGH Anderson's niece and a had-assed soldier in her own right. Trapped in the base during the coup she helps out with her Insider knowledge.



MASTER MILLER An ex-courade of Snake who's on-hand to dish out (some very bloody obvious) advice. Anyone who wears sunglasses at sight is an arso.



Crazy-haired scientist who's sterling work is perverted for evil ends by ArmsTech. What did he think they were building for chrissakos?



PRESIDENT AT Boss of the ArmsTech woapons company and your second objective in need of rescuing. But what was he doing on the base anyway?



PEYCHO MANTIE Mmmm, Rubber. Motal Gear's nimp can read minds. walk through walls and levitate. Even scarlor than you first suspected then.



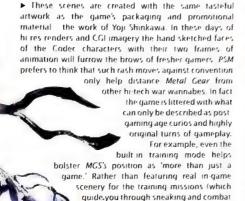
MGS's second freak. Able to become invisible at will and loop tall boxes with a single bound. But just who hides inside Ninja's hi-toch suit?







[1] Despite this screenshot, PSM advises you play with the caption's off. That way it's more like a film and even loss like a game. [2] Raven's runabout. [3] Selitary Snake. [4] Looks like you'd best not open that door.



an different ever trickier tests) they are created using cheesy computer graphic 'VR' imagery, as if admitting that this section of MGS is indeed just a game but thereby suggesting that the rest of the experience

really is real.

in the game the characters taunt you about how often you've saved your game (chastising you for being both reckless or cautious) Mei Ling, your radio operator dishes out a measureless stream of ancient Chinese (and yet relevant) proverbs. The game features the best use of the analogue pad this side of Gran Turismo, with one particular instance being so clever as to make you want to applaud The tasks which must be undertaken throughout the game show similar originality. For example you must at one stage hide inside a box, get it urinated on by wolves and thereby pass by unbitten. Elsewhere, your contact is disguised as one of five guards and will



need steering along corridors and,

perhaps weirdest of all, you must

contact a colleague via your Codec having been told that their radio frequency is written on the CD case. After padding around for hours looking for it you realise that it really is actually on the CD case with the required number being on the back of the box. Outstanding

Certain tasks are only accomplished with certain hardware and certain hardware can only be found with

SCENES ARE CREATED USING THE SAME TASTEFUL ARTWORK AS THE GAME'S PACKAGING AND PROMOTIONAL MATERIAL...

NO PAIN - NO GAIN

A standout set-piece is this one involving Snake being tortured by the fiendish Revolver Ocelot. Submit and the game channels you through to the 'bad' ending. Resist and escape and you'll get the 'better' one.





[1] As the test goes on the time bar gets longer and your arm weaker. [2] Ocelot dishes out ingame instructions.

Metal Gear Solid

RANKINGS REVEALED

At *Metal Gear's* end you're awarded a ranking, an animal name ranging from the preposterous to the fearsome. Replay the game again and up your ranking using this handy tableau for tips.

Rank	Easy	Normal	Hard	Extreme		
1	Hound	Doberman	Fox	Boss		
	Found by enemy	four times or	less. Killed 25 en	emies or less		
		or less. No con	tinues. Finished g	ame in three		
	hours or less.					
2	Pigeon	Falcon	Hawk	Eagle		
	Finished game in	n three hours	or less			
3	Piranha	Shark	Jaws	Orca		
	Killed 250 enem	ies or more.				
4	Pig	Elephant	Mammoth	Whale		
	Used 130 rations or more.					
5	Cat	Deer	Zebra	Hippopotamu		
	Saved 80 times	or more.				
6	Koala	Capibara	Sloth	Giant Panda		
	Finished game i	n 18 hours or	more.			
7	Chicken	Mouse	Rabbit	Ostrici		
	Combinations re	garding condit	tions of Ranks four	r, five, and six		
8	Puma	Leopard	Panther	Jagua		
9	Komodo	Dragon		gator/Crocodile		
10	Mongoose	Hyena		asmanian Devi		
11	Spider	Tarantula	Centipede	Scorplo		
12	Flying Squirrel	Bat	Flying Fox	Night Ow		

Formula: X = number of times found, Y = (10) x (number you killed - 25) NB. If number you killed - 25 is zero or less, Y is set at 100.

	0 <y<4< th=""><th>8<y<16< th=""><th>8<y<16< th=""><th>16<y<20< th=""><th>20<y< th=""></y<></th></y<20<></th></y<16<></th></y<16<></th></y<4<>	8 <y<16< th=""><th>8<y<16< th=""><th>16<y<20< th=""><th>20<y< th=""></y<></th></y<20<></th></y<16<></th></y<16<>	8 <y<16< th=""><th>16<y<20< th=""><th>20<y< th=""></y<></th></y<20<></th></y<16<>	16 <y<20< th=""><th>20<y< th=""></y<></th></y<20<>	20 <y< th=""></y<>
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30 <x<55< td=""><td>Rank 9</td><td>Rank 10</td><td>Rank 10</td><td>Rank 10</td><td>Rank 12</td></x<55<>	Rank 9	Rank 10	Rank 10	Rank 10	Rank 12
55 <x< td=""><td>Rank 9</td><td>Rank 9</td><td>Rank 10</td><td>Rank 12</td><td>Rank 12</td></x<>	Rank 9	Rank 9	Rank 10	Rank 12	Rank 12

[1] This battle on the stairs, with guards approaching from above and behind, is particularly fraught. [2] Beware the Ninja's flashing blade. [3] Each area presents its own unique challenge. [4] Bring out the big guns.









[11 I don't think they're going to miss from there. [21 Lovely Meryl, she may be tough but she's all laydee. [31 Run for it! [41 More delicious cardboard box antics.

the use of certain other hardware. The scope to explore and experiment is vast. Indeed, no other game in PlayStation history has prompted so much recanting of techniques and discoveries in the pub as this – there are so many different ways of playing the game. Guns and weaponry organise themselves onto the right shoulder buttons with gadgets – everything from a pack of fags to a mine detector – being on the left. This enables you to have one gizmo and one gun racked up and ready to rumble at a time, which is only a pain when you've got to take your gas mask off to use your keycard, but other than this brief moment of lunacy the system works very well.

Best hardware of all however, is not the sniper rifle or diazepam tablets (you'll have to work out their use for yourself) but the lowly cardboard boxes. There are three in the game and using one causes Snake to disappear underneath, avoiding the attentions of guards who'll give the box a once-over before leaving it in peace. Once the coast is clear Snake can pad about underneath it, baffling the guards further. Hilarious. No, really. Best of all using a box in the back of a truck will have you (and it) transported to the location written on its side. Handy for getting around the game fast. Which – as we've said – is something you really ought not to be doing...

You see, the Japanese like games short and easy. They like to play for a bit, win and feel good about themselves. Which makes Metal Cear their favourite game. It's as linear as a film, packed with as much dialogue (you spend lots of time sitting, listening and





Metal Gear Solid

IN TRAINING

The VR Training mode is almost a game in itself. PSM recommends you play this through to its end before you begin the game proper. Wading in without first perfecting the Wall-slide, Crouch 'N' Crawl and the Neck-snap will leave you floundering like a kipper. And once you've completed every lesson there's the lure of the time trial to keep you coming back and tweaking your mastery.



CHARACTERS TAUNT YOU ABOUT HOW OFTEN YOU'VE SAVED YOUR GAME (CHASTISING YOU FOR BEING BOTH RECKLESS OR CAUTIOUS).

▶ watching rather than playing) and, as stated, you can, if you want to, finish it in a day. The first time we played we clocked up 20 hours, the second 12 and the third under eight. For lifespan think Resident Evil 2, not Tomb Raider.

Some longevity is introduced by the two possible endings and the exquisite endurance test you must pass about halfway through the game in order to get the better of the two possible endings (see No Pain – No Gain boxout). Some players will simply never experience the proper (admittedly only slightly different) ending thanks to their weak wrists. There are also three endifficulty levels Easy, Normal and Hard (up from one in the Jap version) and there's that excellent VR Training mode to have a crack at too. Ultimately though it's up to you, as the Metal Cear player to abide by the laws of the game and not ruin it for yourself. You must

not cheat, or take any shortcuts (there are some),

you must not play in Easy mode and you should try and squeeze every nugget of action out of the game as you play Play with subtitles off, forcing yourself to listen to the excellent plot unfold. kill every guard you find. Explore every room, every corridor, have fun and work on getting a good end-of-game ranking. Metal Gear Solid is just asking to be teased and dominated, and any gamer wanting to lock horns with the ultimate in plot, action and originality must grab a copy immediately, especially at the reasonable price of £39.99 (when they could have easily milked £50 out of you).

One last thought, just in case you're still worried about that longevity and wondering if MCS is worth the cash. Go and play our demo on this month's disc – containing four huge areas. Now try and tell us that you don't want to play another 46 Exactly.

Daniel Griffiths







[1] Choose your weapons. [2] Invisible Ninja. [3 - 4] Danger lurks around every packing case and warhead.

Alternatively...

Metal Soor Solid	10/10	PSM42
Tomb Raider 3	10/10	PSM40
Resident Evil 2	9/10	PSM39
Tenchu	7/10	PSM38

VERDICT



APHICS Hi-gloss, hi-fidelity perfection 10

GAMEPLAY Exciting, gripping, frighteningly original fun 10

SPAN Big enough. But only just 8

The best game ever made, packing a gameplay, graphics and originality triple punch. Unputdownable while it lasts and unforgettable when it's finished.





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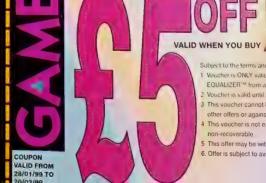


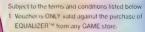




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[1] These ankle-biters are a real problem especially when backed up by a bloke with a stick. [2] Akuji has gore-a-pienty but it's quite clever too, chain nets like these prevent a fall from upper platforms proving lethal. [3] Fireball demons like this one are best obliterated with a spell. [4] The platform bits are never too frustrating. [5] Wicked graphics. No, realty evil.

Akuji The Heartless

Go to Hell! Alright then... Blimey, watch it with that scythe. Keep your entrails to yourself. Baron Samedi with the voice of Barry White? Hmm...

e can't wait for the decorators of Changing Rooms to open up a tin of paint only for Carol Smilie to squeal "but it's chicken-blood crimson!" Let's see the designers plump for a few shrunken heads with bead curtains using human hair and Handy Andy knocking together a coffee table out of shins. Until that day we'll have to make do with the satanically stylish Akuji The Heartless.

TWISTED VINES BEDECK THE STEPS OF DESERTED TEMPLES AND SPLUTTERING TORCHES LIGHT YOUR WAY INTO THE DARKNESS. This is a good 3D game. As opposed to the near shambolic efforts of the likes of *Small Soldiers* the chambers and landscapes of *Akuji* are seamless and well detailed. Graven images glower at you from out of pools of boiling blood, twisted vines bedeck the steps of deserted temples and spluttering torches light your way into the darkness. Characterwise it's pretty accomplished too, introducing you to grim reapers in snappy red robes, legless torsos armed with a stinger where their spine used to be and all manner of miscreations. It's not perfect. Although tightened up from the preview version, the views and controls do occasionally go AWOL,







■ DEVELOPER February

■ AGE RESTRICTION # STYLE



Crystal Dynamics





[1] Something's a-stirring in the jungle and it sure ain't David Attenborough. [2] A gentle difficulty curve gradually soars. [3] Weren't you in Scream 2?

especially when you've got your back to the wall and are trying to jump sideways. There's no denying though, that next to most 3D games Akuji is a pleasure to play.

Initially its linear structure was a bit worrying. Akuji is one of those games that leads you by the nose from area to area, each runestone (they act as keys) opening up a new set of chambers to explore. The puzzles are pretty basic too, mostly consisting of shifting the odd block or firing at a lofty switch. While the game shows no inclination to let you explore more broadly, the puzzles and platformy bits get gradually tougher as you progress. Soon you'll need to leap onto invisible platforms and perform triple salchow dismounts off monkey bars just to keep up. Although you can only save at the end of each level there are plenty of restart









[1] Don't fireball these stumpy fellas when a good slash will do the trick. [2] Don't play it in the dark, [3] The views are good even if now and then they cause problems. [4] Climb like the fiends of Hell are after you! Oh.

THERE ARE PLENTY OF RESTART POINTS, HANDY CONSIDERING THE ROTATING KNIVES, ACID LAKES AND FIREBALL-VOMITING DEMONS...

points, handy considering the rotating knives, acid lakes and fireball-vomiting demons that await. Akuji's stepby-step approach may annoy some but at least it stops you trying to do the right things in the wrong order.

In terms of gameplay there's very little you could call original in here. Jumping, climbing, blasting, crouching and shoving are, après-Lara, the minimum we expect from a top notch adventure. Yet there's something agreeably straightforward about the way the game approaches its many tasks. The no-nonsense spell system is particularly classy with easily identifiable pick-ups, a first-person view for aiming projectile spells and lots of defensive, close-range sorcery.

Akuji is a game that will appeal to those who like the idea of Tomb Raider but find that in practice it's too frustrating. You don't need to spend hours at it to have fun - pick up a couple of spells and you're ready to blast, back and leap your way to salvation. The real shame is that Soul Reaver could well eclipse this intuitive and enjoyable mix of platforming and combat. Pete Wilton

Alternatively...

Tomb Raider 3	10/10	PSM40
Tomb Raider 2	10/10	PSM28
Resident Evil 2	9/10	PSM31
Akap The Heartless	8/10	PSM42

VOODOO SCHMOODOO

Magic in games usually comes with all kinds of pointy-hatted pretensions when we all know it's just a good excuse for chucking fireballs about. Akuji The Heartless' magic system is simple but effective without a magic point or mana meter in sight. Simply pick up skullshaped spells, flick between them using the triangle button and then blast away. Yay.





VERDICT Sinister. Gory. Bloody great 8 ■ GRAPHICS Not very original but fun nonetheless 7 GAMEPLAY

Large but not too hard - which is refreshing 7 **■** LIFESPAN

No-nonsense adventure with an attractive evil sheen. Akuji snuggles between Doom and Tomb Raider but (be afraid) it could just be warming the bed for Soul Reaver.



Official UK PlayStation " mazion

[1] Field a team packed with feethall greats. Pit Keegan against Shearer, Shiiton against Seaman. [2] Kicking the ball in the general direction of the goal is relatively easy, curling it in isn't. [3] It's easy-peasy to rob the player whe receives this throw-in. [4] Not the prettiest player on the park, Viva still looks clear if not particularity flash. [5] The goalies are dead reliable... mest of the time.



liva Football

Las Vegas. The Revolution. El Presidente. Some things should have "Viva" shouted loudly before you say them. But maybe not football...

e-writing football history must be the dream of most footy fans. Who doesn't want to erase the memory of that penalty (1998), or indeed that penalty (1998), or every Brazil game ever if you're Scottish. In fact fans around the world must feel the same way, sure that if they could just go back in time everything would be okay. Well Viva Football gives you the chance to conclusively prove whether that is in fact the case, or whether the reason the great teams of the past didn't with was because they weren't that great after all.

Things start promisingly enough. Pick from 1,035 historically accurate teams, play in one of 323 stadia, predictably take on England 1998 with England 1966 just to see who really is the best. Viva's looks are above average without being exceptional, it's like a diluted ISS Pro or a not-so-realistic-looking FIFA '99. Pick up the controller though and it feels very different from either Viva is complex. It's a game full of moves that alter depending on how long you depress each button

VIVA IS COMPLEX. IT'S A GAME FULL OF MOVES THAT ALTER DEPENDING ON HOW YOU DEPRESS EACH BUTTON. which is a good thing if you're playing a weighted through-ball but not when you want to keep your shot under the bar. Take a free kick or a corner and you're presented with a power meter straight out of a golf game. Even a simple pass isn't simple, as moving the

KER-AZY KICK-O-METER

What's wrong with the traditional free-kick strength arrow?
Obviously something, because Viva replaces this stalwart feature of footy games with a swing-o-meter familiar to golf game fans.
Basically, you have to get your timing spot on or hoof a wayward ball.
Innovation is a good thing when it delivers more enjoyment or more control, sadly this new system bestows neither.









■ PUBLISHER RELEASE DATE

■ PRICE

February £39.99

AGE RESTRICTIONS **STYLE**

Football sim

[1] Engineering a Beckham-style free kick is fiendishly tough. LE1 One nice touch is that you can make the keepers come for the ball. [3] Press buttons after a goal to do different silly celebrations. [4] Hoofing the ball with the lob button is still worth a pop. (5) Create your own custom tournament. [8] Viva favours defenders. [7] Pin-point passing. [8] Make some space.

















THEY THINK IT'S... OH DEAR

Viva's big selling point is its History mode that recreates classic matches of the past and world tournaments from specific years with all the correct players. Sadly, a combination of ridiculous goalkeeping and daft refereeing decisions means that England 1966 don't get far.





D-Pad after you've passed the ball will cause the receiver to race off, usually leaving the ball several yards behind

The idea behind the control system is that it gives the game depth, but in practice it often frustrates your desire to build up fluid play. If the time-sensitive moves were located on the shoulder buttons or as combinations of presses that would be okay. Instead, ironically, the pedantic moves ensure that much of the time you're not sure what kind of pass or punt or shot you're going to produce. Of course, you can learn to make fewer mistakes, but the pace means that even when you know how to pull-off a move it's rare that you have the time to do it. This doesn't sound that serious but, unlike almost any other football game. if you're in the middle of a move the benefit of the

ALL THE OPTIONS AND CLEVER IDEAS IN THE WORLD CAN'T MAKE A GAME GREAT IF THE BASICS AREN'T HANDLED CORRECTLY.

doubt usually goes to the defender. You can see a tackler about to wade in, press Pass while he's still yards away and most of the time find yourself scythed down, with the defender having picked the ball off your feet and got away. Add to this PS-controlled defenders who fail to mark anyone and super-soft goalies, and you've got a recipe for conceding far too many rubbish goals

Viva is proof that all the options and clever ideas in the world can't make a game great if the basics aren't handled correctly. There's a lot in Viva that's good, but it takes a frustrating amount of time and effort to mine these seams of enjoyment when the fun should start as soon as you pick up the joypad. Pete Wilton

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[1] You can pass in any direction but that can make things difficult. [2] Overhead shenanigans. [3] Goalles: make great saves and miss easy balls.

Magazine 12 LIFESPAN

VERDICT

Akin to FIFA ('96) and ISS ('95) 6 ■ GRAPHICS

Deep and varied, but extremely fiddly 6

Lots of factual history to re-play 7

What should be a dream ticket to football heaven ends up a twin-towered disappointment. Bags of history, buckets of nostalgia, but an average kick-about. PlayStation "

Sensible Soccer: Euro Club Edition

If Stanley Matthews was to return to the Premiership, his old legs would never be able to compete. Welcome to GT's PlayStation equivalent of the grand old man...



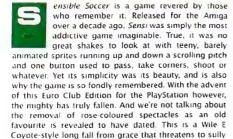
(1) Which could be a shot of the midfield from the Liverpool vs Celta Viga game... (2) That'il be a cut scene then. (3) And the view from the Goodyear blimp shows a goal! Maybe. (3 – 6) Very bright, very open, very spacious, very... Dull.











Frankly, Sensible Soccer: Euro Club Edition is an

abomination. Quite why the brains behind this unwarranted conversion thought such a simple game could succeed against the multi-faceted delights of ISS Pro and FIFA '99 is incomprehensible. Fans of the Amiga original will feel the warmth associated with meeting up with a loved one as soon as the game begins. The miniature players are identical to their Commodore compadres and the nostalgic feeling just about lasts until the first thud sound effect as the match kicks off. After that? After that it's downhill all the way

An appaing Euro-pop dirge opens the game, before a minimal selection of options accounts for the obligatory one and two-player modes and a selection of League and Cup tournaments. The minimalist feel is continued into the main game, as the one-button controls of the Amiga game return. If Sensible Soccer, Euro Club Edition

THIS IS A WILE E COYOTE FALL FROM GRACE THAT THREATENS TO SULLY THE REPUTATION OF THE AMIGA CLASSIC...

the reputation of the Amiga legend.









(1 - 4) One thing guaranteed to bring a tear to the Amiga nestalgist's eye is the sight of the legend they call Seasi.







AMAL DE	■ PUBLISHER
(ii)	= DD EACE DA

RELEASE DATE January

DERNY O-I MANCHESTER UNITED

■ DEVELOPER

■ AGE RESTRICTION

TBA

Krisalis

■ PRICE

£34.99

■ STYLE

Footy sim



[1] That'll be the amusing named team [2] "Honest, ref. I never even touched 'im..." [3] Malaysia take on the mighty Sudan in the Four In The Morning On Sky Sports 3 Challenge Cup Final. [4] COME ON THE DERBY:

PASSING IS MESSY AND STILTED AND THE USE OF TINY FIGURES MAKES ACCURATE TACKLING SIMILARLY PROBLEMATIC.

was a straight conversion of the original, GT could be forgiven for its release - preferably as a straight-to-Platinum budget title. Instead, the conversion is a flawed one with fundamental problems nobbling the game before a ball is kicked. The most noticeable fault lies with the scrolling. In these days of S.C.A.R.S. and Micro Machines V3, it has been proved that the PlayStation can comfortably move a number of objects with ease. Why then do Sensi players hug the edge of the screen at times making passing impossible to plot?

That said, passing is as woeful and maccurate as the shooting, tackling and heading, and is just worsened by the scrolling problems. The distant bird's-eye view

used to allow lengthy weighted passes to be made, but all the fluidity that made the original so immediate is conspicuous by its absence. Passing is messy and stilted and the use of tiny figures makes accurate tackling similarly problematic. Basically, EA and Konami's beautifully animated players and control methods have spoiled us - and sadly, Sensi is paying for it.

Sensible Soccer is basically an anachronism. Its release is obviously intended to take fans of the original down memory lane to a time when immediacy was everything. Such intentions are negated, though, by an unwieldy and stilted game that removes the key addictive qualities that made the Amiga original so playable. Players may have been willing to put up with the primitive players if Sensi was a recognisable cousin of the original. Instead, it is an amateurish conversion that tries to bolster its inadequate gameplay with the odd 3D cut scene. The final insult is an inane commentary which appears to be voiced by one of the Sensible Software team, and adds to the cheapskate feel prevalent throughout the game. If it's a joke, it fails - as does every other aspect of this turgid release.

Steve Merrett



£1	- 21	Who	needs	155	when	you've	got	this?	Um.

Alternatively

	_	
IS he W	1/10	/90
Actor Secon 2	E/1E	FEE
AS Pro	1/11	100
Serie Cap 'M	1/10	/100
Michael Brown's W.S. 'M	1/11	PER
Actor Secure 2	1/11	/200
Jacobia Steer	2/18	PERM

HERE'S ONE WE MADE EARLIER

The only nice touch in Sensible Soccer is the ability to load and save custom teams. Teams based on characters from favourite films or even members of the family can be added and saved for later use - thus ensuring much hilarity as Luke Skywalker hits a hat-trick. Chortle.





Alphahet United take on in The Bathroom for The Hilarious Names Cup

VERDICT

Magazine LIFESPAN

■ GRAPHICS Dated by its origins, and the tagged on 3D bits fail 3

GAMEPLAY The playability of the Amiga classic is lost 2

The Queen Mum will last longer... 2

A dreadful release. The playability of the Amiga game was its strongest aspect and is noticeably absent here. Numerous fundamental flaws heap on more misery.





Jeremy Clarkson would call it "a throbbing Apollo rocket of a game

harnessed to the chassis of a shopping trolley". We prefer to call it Max Power Racing...





We liked Total Drivin'. It was a game that failed to impress at first but the more you played it the more you grew to love the subtle handling. Max Power Racing takes a similar amount of time to get into, the only problem is that the more its handling grows on you, the more its faults become glaringly obvious.

MAX POWER RACING MANAGES TO TAP INTO THIS VEIN OF GUNG-HO BOY RACERY AS EFFECTIVELY AS ITS FORE-RUNNER TOTAL DRIVIN'.







■ PUBLISHER ■ RELEASE DATE

■ PRICE

Infogrames # DE /ELOPEP January

239.99

AGE RESTRICTIONS

STYLE

Eutechnys None

Racing game

[1] Forget where you left your car sir? Bit of a problem in the nightmare streets of Rome. (2) This souped-up Clio is the best drive even if it's ugly as sin. (3) Anything pretty steers like a cow. (4) Nice fog. (5) China crisis. (6) Norway: Good slidey fun.





+0.1km





25 CARS, 20 TUNING OPTIONS, 30 TRACKS AND A SPLIT-SCREEN MODE, NO ONE CAN ACCUSE MAX POWER OF LACKING AMBITION.

999: TERROR GORGE!

A group of boy racers out for a drive don't notice the perilous edge of the gorge. Several skirt dangerously close before one attempts a powerslide. That was when disaster struck, the car west out of control and tumbled down the slope into the river "I thought I was going to die" Player One told us. As it was he was submerged upside down in the icy water for several long seconds. He was lucky, some racers on later stages didn't escape, their championship cut short by tragedy.



Sight-seeing taken a step too far can end in tragedy as here.



Once you're in the drink there's no chance to escape, Realistic.





Featuring 25 cars, 20 tuning options, 30 tracks and

a split-screen mode, no one can accuse Max Power of lacking ambition. It's obvious that a lot of time has been spent on the tracks as, apart from the usual fast straights and slidy corners, they also boast Eutechnyx's trademark lethal gorges and water hazards. Tumble from a mountain road or stray from the safety of a ford in later sections and your car will sink faster than James Cameron's street cred and your race will be over. This air of realism is carried through to the damage you sustain from prangs and disagreements with roadside obstacles (many of which are destructible) as

back windows shatter and body panels buckle. Although a lot of tracks have enjoyable sections to them none stand out as works of genius like Colin McRae Rally's Greece Stage 2 or Ridge Racer Revolution's Intermediate

course. It's as if the good corners, fun hazards and

Pose in your hig purple pulling mobile by driving round Menace's outlying suburbs shouting "Oi, nobs, check out the body kit on my wicked wheels".



You don't need to fall from a groat height, just a slide will de.



it's only funny when it happ to someone else. What a gutter.

Max Power Racing

WONKEY WHEELS

Everything's going just fine, you're burning off the opposition when suddenly a hedge, fence or wall jumps out at you from nowhere. In most racing games a quick dab of the accelerator and holk of the steering wheel would get you back on track after losing vital seconds, but Max Power isn't so forgiving. Manoeuvring at low speeds is a nightmare and you can get totally stuck if you're unlucky. The game includes a Replace Car button to get you out of these fixes but it takes away some of the realism and if the tracks and cars were better designed you wouldn't need it.









Don't go smacking into anything head on because when you get stuck it's a right royal pain in the neck to get geing again.

IF THE COURSES ARE MEDIOCRE ! THE CARS ARE A REAL LET-DOWN. MANY APPEARING UNFINISHED, BLOCKY AND BADLY DRAWN.

> ▶ impressive backdrops have been eeked out across 30 okay circuits instead of being concentrated into five or ten tracks to die for.

> If the courses are mediocre the cars are a real letdown. Many appear unfinished, blocky and badly drawn, even failing to excite with all the flash camera angles of the replay to make them look good. While expecting Gran Turismo build quality is, perhaps, unrealistic sexy driving machines are essential to draw in unsuspecting novices for an automotive thrashing but Max's cars are far too dowdy. If you can bring yourself to pick the pink Max Powermobile or Clio Williams you'll find they're lively and handle well, sliding nicely through chicanes and sailing sideways through the toughest corners. Better still, the grip and performance of each car can be adjusted - letting you fine-tune your motor to the local conditions using the Test Track option.

> the change of pace as, despite handling well at high speed, at low velocity the cars steer like shopping trolleys. Hit the wall of a bridge end-on and, frustratingly, you can't just nudge your car back on track with accelerate. Thirty seconds of careful reversing and applying full lock will only end one way: you rolling into oblivion and bouncing the joypad off the TV in disgust. Crash-wise too it seems like little has been learned from the automotive gymnastics of V-Rally -

RACE OVER TOTAL TIME 4:28:16 BEST TOTAL TIME 4:07:44

[13 The Time Trials are based on total time not fastest laps. (2) Slide? Nooc! (3) Big and view.

get an unlucky collision and you tumble all over the shop, often sliding on two wheels with no chance to get decent traction and re-join the circuit, and of course then, when you really need it, the Car Replace option isn't available. Max Power Racing gets so many important things

right that you want it to work. That it doesn't is down to a mountain of small but significant flaws (the lack

of a best lap and split times in Time Trial is one of a number of amazing oversights) that wouldn't

matter by themselves but that, combined.

cripple an otherwise competent

speed merchant.

Yet even here Max Power Racing manages to fluff



Alternatively...

10/10 PSM32

9/10 PSM35

8/10 P\$M27

9/10 PSM21

7/10 P8M42

Gran Turismo

TOCA

V-Rally

Colin McRae Raily

Max Power Racing



(1) Many of the tracks are dulisville. (2) Corrr! Look at the coving on that! If only there were more nice bits of scenery like this Norwegian chapel thing.







■ GRAPHICS ■ GAMEPLAY

Courses good, cars bad 7 70 per cent enjoyable, 30 per cent infuriating 7

30 courses, but they are all a bit average 7

It feels unfinished and slightly slapdash. Twelve months back that wouldn't matter but in the Golden Age of Gran Turismo and Colin McRae Rally we demand quality.



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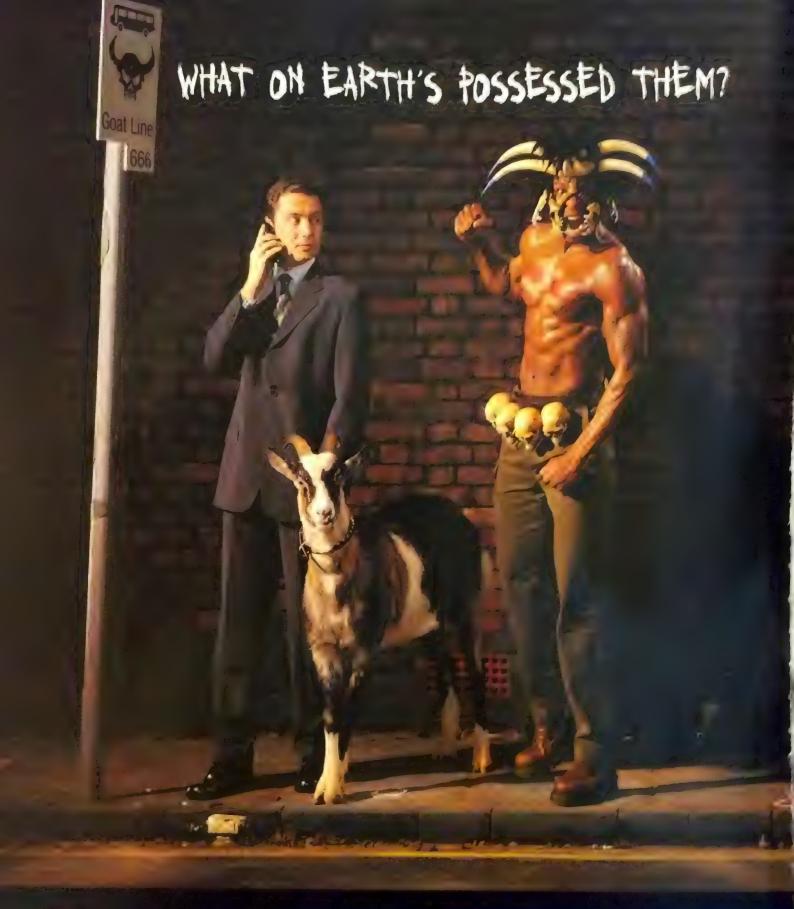
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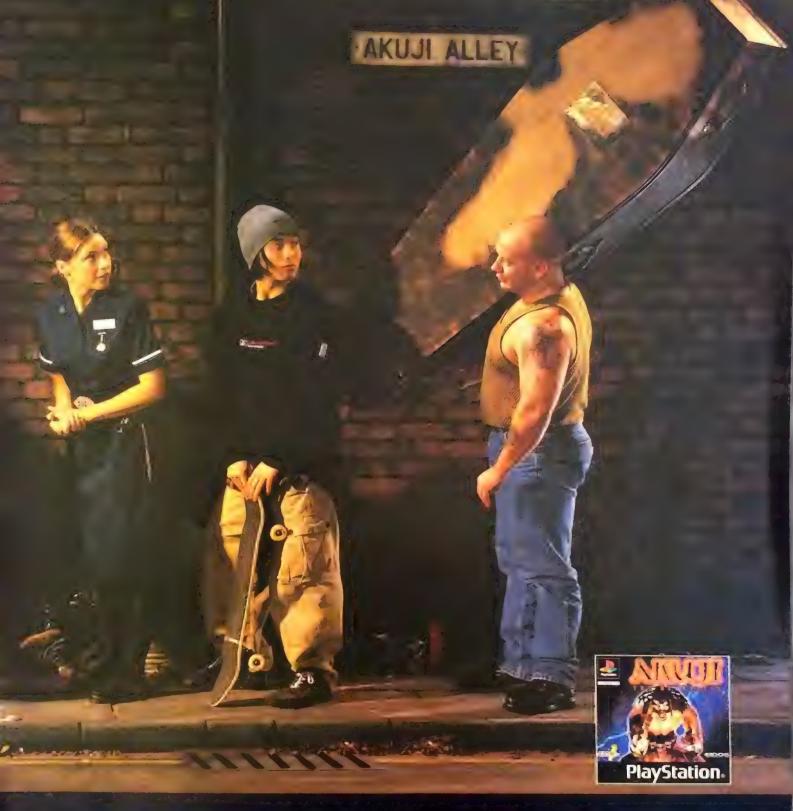


RRP £34.99





"This game is wicked" official PLAYSTATION MAGAZINE



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(1) Close-up mayhem with the übersweet tussic of madness. (2) Charles Nawtry? Peter Mandelson? Stephen Pierce? You decide. (3) The masons used to look like this, y'know... (4) Meet Chase, Knife, Hurricane and Sharon.

They're teeny, they're diddy, they're homicidal maniacs who hurl rocks at anyone in their immediate vicinity. The Poy Poy Clan are back and they're looking for trouble...

> ity poor Poy Poy. Well received by the PSM team last year - earning a more-than-deserved seven out of ten - it failed to cause a stir at retail level. And that's a damn shame. With a Multi Tap, it's undoubtably one of the best four-player PlayStation titles money can buy, as we so carefully related in last year's PlayTest. But you lot out there almost entirely ignored the game. Poy Poy 2, however, gives PlayStation owners a second chance to experience one of the most inventive and enjoyable multiplayer concepts since Bomberman.

> As an update, it is disappointing. In fact, it's more a tweaked version of the original. But that's no bad thing. You see Poy Poy 2, like its predecessor, is approachable on two levels. In its basic form, four competitors start on respective corners of an arena. Littered around are a number of items, from exploding rockets to rocks of different sizes. Some objects appear

PLAYSTATION OWNERS HAVE A SECOND CHANCE TO SEE ONE OF THE MOST INVENTIVE MULTIPLAYER CONCEPTS SINCE BOMBERMAN.



(1) "We will fix it/Fix it/Fix it..." The Poy Poy boys begin to construct the first pagan temple. (2) "My name is Harry/And I am fu



on certain stages only, but the purpose of each remains constant - pick 'em up and throw 'em. If, by chance or skill, they hit an opponent, energy is drained and points awarded. It's a wonderfully simple premise and one that almost anyone can grasp. And with a multiplayer game, that is the most important thing, yes?

For the solitary player, Poy Poy's cup competition makes a welcome return. Here, players begin with a

VERDICT



Angular, stylised and wonderfully functional 6 ■ GRAPHICS:

A stunning multi-player game 8 GAMEPLAY

With one? Nowt. With four? Oodles 8

"It's my Poy Poy and I'll cry if I want to" will be the wail of solitary gamers. Those with loads of pals will croon about how they're mad about the Poy...

■ PUBLISHER	Konami DEVELOPER		In-house
■ RELEASE DATE	Out now	■ AGE RESTRICTION	None
■ PRICE	£34.99	■ STYLE	Chuck 'em up





concrete. Pay Pay 2 - sadism for sprogs!

modicum of cash and a bog-standard Poy-participant. By playing through qualification rounds, though, you can earn extra cash. This can be invested in new gloves, glove enhancements and other abilities. Naturally, it's not as enjoyable as its four-player equivalent - it's not as satisfying to clout a CPU opponent as one of your mates - but it's a thoughtful addition to what is, in essence, a game designed for multiplayer purposes.

There's a strange duality to Poy Poy 2. As a one player game, its remit is to entertain, but rarely to enthral. As a four-player game, by contrast, it's Multi Tap erotica - as an aprés-pub game, it has few peers. The purchasing decision is simple: do you regularly gather a gaggle of friends 'round your place for much PlayStation abuse? If so, Poy Poy 2 really is a game you should buy. For its merits as a group

DO YOU REGULARLY GATHER A GAGGLE OF FRIENDS 'ROUND YOUR PLACE FOR MUCH PLAYSTATION ABUSE? IF SO, BUY. I

activity, we'd cheerfully award an eight out of ten. As a lonesome button-bashing pursuit, it's rather less engaging. A seven must be a poy-ticularly apt conclusion, then. Of course. James Price



Alternatively... hey hey















■ PUBLISHER:	
■ RELEASE DATE:	

0000

Black Friar ■ DEVELOPER

0000

■ AGE RANGE

■ STYLE:

Formula Game

None

PRICE:

Out now £39.99

Future sports sim

Dodgem Arena

Pop the Cubit on the Anomaly Plinth and don't split your latex trousers... You what? Dodgem Arena's not quite that bad. well, not quite.



[1] Wipeout-esque craft mill about in an effort to ensnare the skimming black discus. Sound like fun? [2] The blue thing ejaculates pucks. Ping.

and prod some points your way too. Other electronic baggage for the pilfering includes a grappler - good for dragging a stray puck to your vessel; a battery - for a mouthful of energy; a boost - an attack of the sprints; and autopilot - which whips you straight to goal.

Beneficial ephemera aside, the gameplay is savagely limited. Win an engagement and it's onto the next, only with one less puck. Rivetting, it's not. Even on two-player (with an option for four on link-up) the title fails to incite much enthusiasm. Perhaps it is the inherent fictionalisation of a 'sport'. Or maybe it's the arbitrary nature of acquiring the black stone. It's a pity, as Dodgem Arena is a tastily presented, fast moving slice of hokum, with intuitive, fast reacting control. Still, if developers must dabble with cosmonautical sport they should expect to get their fingers burnt. By a plasma cricket bat perhaps...

Stephen Pierce





[1] Choose your land speeder first. They differ in speed, strength and looks. Slightly. [2] The coloured circles indicate where the goal, the pucks and your opponents are. [3] It nips along at guite a pace, but is that enough?

isualise a large cannibal's pot. Into it toss Buster Crabbe, a copy of Wipeout 2097 and a Roman Amphitheatre. Stir, and season with a dash of ice hockey. The resultant repast would be inedible, but - for the sake of humour

- would probably play a mean game of Dodgem Arena. This distraction is an amalgamation. A mixture of different things all thrown together and smartly decked out in intergalactic finery. Well it's a futuristic sport. What more do you expect?

The premise is as follows: 'It's AD 2049. superconducting materials and hi-grade, hydrogen fuel have changed the world. Kids everywhere participate in the thrilling sport of dodgem' ... And. So. Bloody. On.

Promotional puff stripped away, the actual game is pretty basic. Skim about a rotund coliseum in your hovering craft. Collect a puck from the central point, then transport it to the goal - which constantly revolves around the summit of the stadium. Up against you are three other craft. Such is the essence of Dodgem Arena.

At 1000 points/credits/bars of Latinum (whatever they're supposed to be) per goal, scoring is by far the best way to achieve victory. However, other notch carving activities are open to you, which, while not as generous with the tally, are necessary for ultimate glory. We are talking guns. And we are talking missiles. Taking one of these to the tail pipe of a puck-holding adversary, will hammer the point worthy blob from his metallic grasp,

Alternatively...

Wipoout 2007	9/10	PSM12
Bedgen Arena	8/10	PSAFI2
Streak	8/10	<i>P\$M</i> 40
Dead Ball Zone	6/10	P\$M33

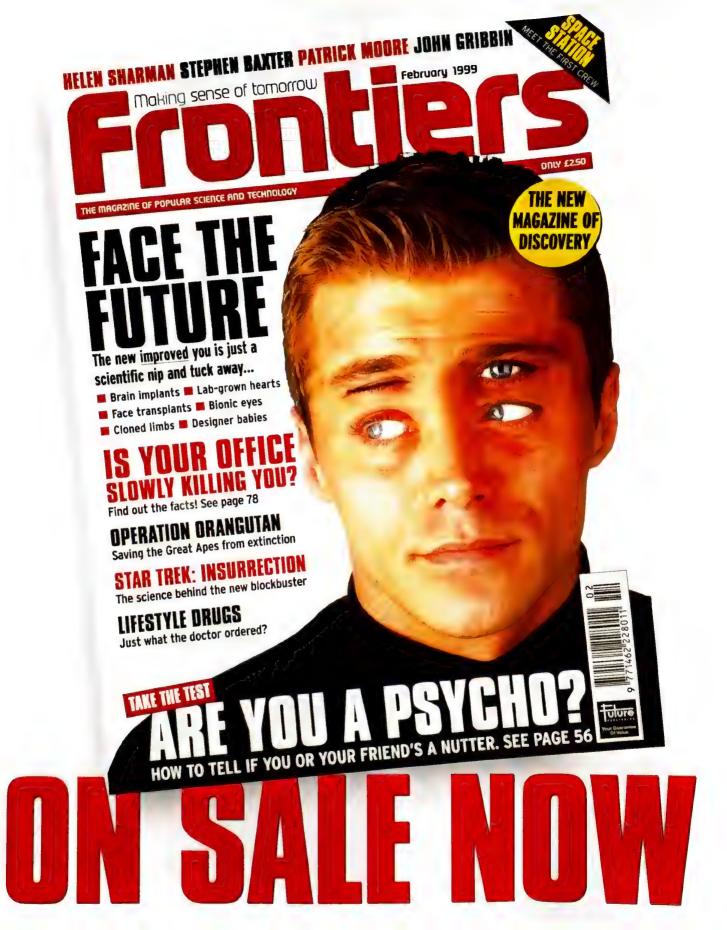


VERDICT ■ GRAPHICS The fizz, bang, splip of cyber sport 7 **■** GAMEPLAY Handles nicely, but tears of tedium begin to well 5

You might click with the two-player for a while 6

It's a sexy enough eye bath, but the actual game mechanics soon begin to lose any original novelty. Obsessive Wamp Rat hunters only need apply.













[1] All the fun of team tweaks is packed within. [2] The match replays are surprisingly gripping. [3 - 4] Enough facts and figures for you?





Player Manager Season 98-99

Premier Manager '98 has been on top of the table since its release.

Can a plucky Player Manager knock it off?

et's establish something up-front. Player Manager 98-99 is a decent football management game (anybody clever enough to have already sensed a 'but' looming at some point in the next few paragraphs can award themselves a sweet now). It has all the classic ingredients of the heady cocktail that is football management. You can play as any team from the English or Scottish leagues. You can buy and sell players, from

foreign star names to complete unknowns. There are lists of statistics to do with a player's ability to pass, shoot, react quickly, be in the right place at the right time and a whole host of other skills, all present in satisfyingly large numbers. You can bring on callow youths and turn them into stars. You can even get involved in limited stadium development.

Tactically, this is a sound game. At its heart is a Tactics Designer that allows for pretty much any

TACTICALLY THIS IS A SOUND GAME. AT ITS HEART IS A TACTICS DESIGNER THAT ALLOWS FOR PRETTY MUCH ANY FORMATION...





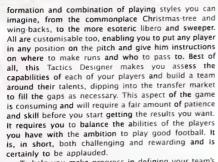
[1] Forest looking more than a bit dodgy there so... [2] So time to tighten things up with Player Manager's Tactics Designer. Not sure about the choice of libero though. [3] A somewhat unlikely scoreline for the boys in blue.



- ODEROTIEM.	Intogrames	DEVELOPER: ■ AGE RESTRICTIONS:		Intogrames III DEVELOPER:		Funsoft
■ RELEASE DATE:	February			None		
■ PRICE	£30 00	STYLE:	Engty mans	gement sim		

PUBLISHED.





To help you make progress in defining your team's style, there are three separate options for watching a match. The first is a full-blown graphical treat (which looks like FIFA or Actua Soccer) and which, unlike the cut-down version of Actua present in Premier Manager

'98, reflects accurately the calculations of the game engine behind it, so that when you see a player make a pass you know that the game has actually calculated that he has done so. This lets you watch players as a proper manager would do and is, to our knowledge, a breakthrough in football management games. You can see when a player's off form and making bad passes and, conversely, you can tell when someone's performing well. This sort of thing has been done before in a very crude manner, but has never been matched so successfully to a decent graphics engine that makes the game so exciting to watch. For this too, Player Manager is to be applauded.

The other two ways of watching a match are less inspiring, but equally useful in their own way. The Highlights option shows you the same match from an overhead, tactical display. This lets you get right inside the tactical engine of the game by enabling you to replay actions step-by-step, so you can freeze an attack as it breaks down for example and see who's out of >



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Player Manager 98-99



through games in a hurry.

[1] Will you look at the size of that squad... [2] An All-stars team to take on the best. Not sure about David James in goal. [3] Shades of Wembley '77.

YOU CAN FREEZE AN ATTACK AS IT BREAKS DOWN AND SEE WHO'S OUT OF POSITION, OR WHERE THE PASSING WENT WRONG.

The second problem is similarly a by-product of the complexity of the game. During the frequent result calculations your PlayStation's processor is force-fed a diet of facts and figures far in excess of any task it has had to perform yet. Hardcore maths is not its strong point and yet that's exactly what it's being forced to do. The result for the player is plenty of sitting around while the game updates its virtual world of football and every facet of everything in it. And do you really want to know the result of every match in every division anyway? In its pursuit of footy realism Player Manager seems to have inadvertently bogged itself down in a torrent of unnecessary facts and figures.

However, this is, at present the most thorough and in-depth football management game around and it is to be commended for its heavyweight, hardcore fanpleasing approach. If you were disappointed by the shallowness of Premier Manager '98 then this is the facts 'n' figures behemoth for you.

Whether Premier Manager '99 can compete by combining similar depth while being easier to play will he revealed in its review next month

Daniel Griffiths

All in all, Player Manager is a great game (wait for it, wait for it), but there are two things that will probably annoy you about it. The first is the interface. What we have here is a classic PC game interface with drop-down menus and lots of point 'n' click buttons. Fine, if you're the proud owner of a PlayStation mouse but upsetting and perplexing if you're not. There have been efforts to speed up your selections but once again the game relies on the movement of an on-screen pointer to make your choices rather than direct button access. The shortcuts in place are a help but often remembering that there is a shortcut occurs just as you finish doing the task the long way. This inconvenience is however a necessary evil. Such a sizey and complex beast demands sizey and complex control method

[1] Visual overload! [2] Visual

overload! [3] VISUAL OVERLOAD!

▶ position, or where the passing went wrong. You can

also track players and watch where they're running to,

enabling you to make changes to your tactics. The third

option is a simple Commentary mode that prints up an

occasional description of what's happening on the pitch

- this is the option to choose when you want to get



Simply infinite 9

Alternatively...

Premier Macager '98 7/10 PSM33

VERDICT

PlayStation. — GAMEPLAN Magazine (2) — LIFESPAN

Rather plain and average throughout 6 ■ GRAPHICS

A thoroughly enjoyable game that'll please stat fans everywhere. But if the prospect of wading through a squillion menus scares you witless then forget it.

Excellent, but very slow at the start 7 **■** GAMEPLAY









■ PUBLISHER	
■ BELLASE DATE	

- PRICE

■ DEVELOPEA. Sunsoft AGE RANGE February

£39.99

■ STYLE

Oriental puzzler

Activision

Shanghai True Valor

Another aging classic finally makes its way to the PlayStation but is it too little, too late?









[1] In the Classic Mode you can move the view to see partially hidden tiles. [2] Beating the computer in Vs Mode is tricky. [3] The Arcade game offers three games to choose from I4-5I Battle Mede has several attack moves.

hanghai is one of those games that seems to have been around forever. Over the years versions have appeared on almost every console, and now it's the PlayStation's turn. Fundamentally Shanghai is an incredibly

simple game. Patterned tiles are laid out on the screen and your objective is to remove them all by finding matching pairs of designs. To make things a little more complicated, the tiles are arranged in layers and you can't remove a tile that's covered by another. Similarly, you can't remove a tile that is boxed in.

[1] If you've played Mah Jongy, Shanghai will be very familiar. [2] Battle Mode lets you pick a character to play.

This might not sound like the most exciting game you've ever played - and to be honest, it isn't adrenalinefuelled. However, the sheer simplicity of the concept makes it strangely compelling - it has much the same indefinable appeal as patience or solitaire and somehow it can quickly eat up hours of your life.

The simple nature of the basic game also makes it easy to come up with dozens of variations, and it has more than enough to keep you amused. As well as Classic Shanghai, there's Rolling Shanghai, in which the tiles are distributed on four sides of a rotating cube, and even Battle Shanghai, a kind of puzzle game beat 'em up, similar in some ways to Bust-A-Move or twoplayer Tetris. On top of that, all the games can be played in Arcade mode, where time limits add a little tension to the proceedings.

Shanghai True Valor is a curious little beast. If it grabs you, it's just as addictive as any of the previous versions of Shanghai, and the Battle mode in particular is surprisingly good fun. On the other hand, the graphics are a little unclear at times and moving your cursor around the board is frustratingly slow. If this kind of game appeals, it will amuse you for hours but you'd probably be better off with one of the versions of Bust-A-Move or possibly Mah Jonga on this month's demo-Suddenly, £39.99 doesn't seem such a good deal... Andy Butcher

Alternatively...

Bust-A-Move 3	9/10	PSM31
Super Puzzie Fighter	9/10	PSM20
Shanghai True Valor	6/10	P8M42
Rust-A-Move 4	8/10	P\$M40
Lammings 30	8/10	PSM1
Bevil Dice	7/10	PSM41

VERDICT



■ GRAPHICS Fairly basic and not always very clear 6

■ GAMEPLAY: Extremely simple, but can be extremely addictive 6

If it hooks you, you'll keep coming back for more 7

A solid and nicely varied version of the classic game, but not without some serious competition from other - dare we say - better PlayStation puzzlers.



The videogame magazine

You've got a PlayStation, right? It's the world's favourite games machine, so you're in good company But there's much more out there. There's Nintendo 64, Game Boy, coin-ops and a whole world of PC games. Arcade covers it all. You should to.

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Dreamcast ere to kick ass

But can it deliver the goods? Arcade checks out the first new games.

Plus, in the third issue of Arcade:

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- Nintendo's Shigeru Miyamoto, the creator of Zelda 64. Okay, so he made "the greatest videogame of all time", but he's got to be a loony, right? We find out.
- Prepare to wince, flinch and possibly cry. It's videogaming's 50 most painful moments.
- Reviewed: Kensal Sacred Fist, Max Power Racing, Akuji the Heartless, Sensible Soccer '99. Tiger Woods 99, Monkey Hero, Pool Hustler, Dodgem Arena and Shanghal: True Valor.





■ PUBLISHER Sunsoft ■ DEVELOPER: ASK

■ RELEASE DATE. Out now ■ AGE RESTRICTIONS: None

■ PRICE £39.99 ■ STYLE: Pool sim









[1] Crunch time. De you dare wage money with the magical Rasta? [2] "My lands! My hands! Where have they gone?" [3] A bird's eye view. You don't want to play that shet, sir. [4] Up clese and personal. Don't dare miss that pot. [5] The game of kings! And, more importantly, drunkards!









Pool Hustler

Forget bloody gladiatorial combat, sickening war or

even (shudder) conkers. Pool is where it's at.



n any given night of the week, a studied trawl through the country's less salubrious intoxication parlours will reveal gaggles of steaming punters stooped over a low-lit baize table, engaged in manly struggles over piffling

portions of their hard-earned wages. And why? As a test of skill, perhaps. Or the sinful pull of sparkling monies. Whatever, the game they play is as old as time and remains the yardstick by which a man succeeds or fails. It is, simply, pool: the great leveller. (Some may legitimately claim that great leveller to be Death, a game at which nobody can win.)

Anyway, along comes *Pool Hustler*, allowing Men To Be Men from the comfort of their own office and give their livers a slight reprieve. And, for a £40 simulation of something you can essentially play for 50p, replete with companionship and brown liquors, it's not bad.

Any pool game lives or dies by its physics – if the balls don't roll as they would in real life, then the whole thing's going to be a waste of time and money. Pool Hustler's green-baize action hits the spot, gliding over the felt with a feeling that's just so. The balls bounce, spin and click off each other with just the right amount of 'feel.' The fundamentals are catered for commendably and the manually manipulable camera, although basic, works just fine when it comes to lining up shots.

The most fun you'll have with Pool Hustler is playing with a friend, despite the single-player games' brave

attempts to fashion a story-cum-championship from the humble combination of cue and ball. Starting out playing in greasy dives, the aim is to bet on games, hopefully win them and accrue enough money to play greater and more professional opponents. Wagers can be placed on single shots, too, which adds interest and tension. The laughable opponents, though, with their limited text-box responses ("You're a gutless wonder, dude") are simply risible in execution.

But still, This is a competent approximation of a very enjoyable pastime, and one that's worth taking a look at if you really must have a pool sim. But for all that *Pool Hustler* gets right, it simply doesn't offer the variety that Gremlin's *Pool Shark* does. And there's no Killer Play mode. Which is a shame.

Jes Bickham





The simple act of hitting balls into holes with other balls is the ultimate act of skill. Yes.

Alterna	Alternatively		
Pool Shark	B/10	P\$M40	
Winted Book	9/10	PEMI	

Pool Hustler

VERDICT

GRAPHICS
On the wrong side of mediocre, but effective 5

GAMEPLAY
Enjoyably close resemblance to the real thing 6

Magazineta

LIFESPAN
Um. depends if you like pool really 6

rong side of medicare, but effective 5

close resemblance to the real thing 6

Um, depends if you like pool really 6

Pool Hustler pushes all the right buttons in its quest to be pool, but ultimately lacks variety and the diversity of options necessary for out-and-out PlayStation fun.



8/10 PSM41







■ PUBLISHER: ■ RELEASE DATE

ITE Media

■ DEVELOPER:

AGE RESTRICTIONS

In-house None

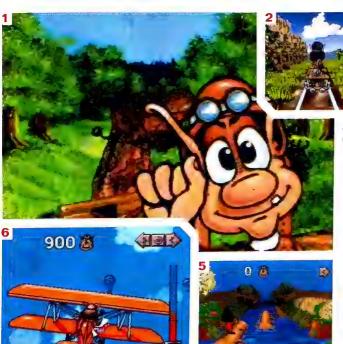
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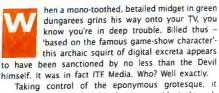
Out now £34.99

■ STYLE.

Children's adventure

Razor blades under fingernails. The thumbscrews. The Iron Maiden. Step aside, there's a new boy in town.





becomes apparent that the idea is to guide it through seven or so levels, each different, each overflowing with boredom. Fly plane - press left and right - collect fuel to stay aloft. Jump logs - press left and right get gold. If this sounds overly simplistic, then good. Because it is. Yes, it's disarmingly tedious. Yes, you would rather eat your own genitalia than play it.

The other levels incorporate hellacious representations of skateboarding, swimming, climbing a mountain and some other stuff involving sterling, single press, D-Pad ennui. After five minutes you've tried all, hated all and want to stuff all in a furnace.





[1] "Hello, I'm Hugo, feel free to hate me." [2] Rickety cart driving welcome to the exciting world of videogames. [3] Avoid rocks by pressing the left button and then the right button. [4] Absolute... [5] rubb., [6] ..ish.

And so it goes. It's the awe-inspiring simplicity of the thing, the monotony, it's inherent basicness, that will stamp your soul into bloody juice after mere minutes.

Let's examine the rest of the evidence. Hugo's trial is apparently to sabotage a plot by the evil (yawn) Sculla which entails trying to steal beauty and youth from Hugo's missus. And her name? Hugolina - do you see what they did there? Of course this rudimentary narrative informs the plot not one iota. After sitting through dishevelled cut-scenes and twiddling your bits during loading times, it's back to basics. Jump or duck. Up or down. Play or bin?

True, there is an arcade version which ups the toughness ante somewhat. And more importantly, it has genuinely been designed with the less mature gamer in mind. But if this purports to be computer edutainment. then it would be better employed teaching meths-addled tramps the meaning of left and right. One suspects even the most juvenile PlayStation virgin would swiftly question the validity of this pish.

With easy to pick up, well presented, fun titles like Lucky Luke, the Crash series and Spyro on the market, this effluent deserves no home. It's the gaming equivalent of Michael Flatley's Feet Of Flames video, Embarrassing, agonising and misguidedly under the impression that it qual fies as entertainment.

Stephen Pierce







The underwater section: vibrant and hugely gripping. Sorry, dozed off there.



\$/10 PSM30

0/10 PSM22

2/10 PSM42

Alternatively...

Spyre The Brage

Lucky Luke

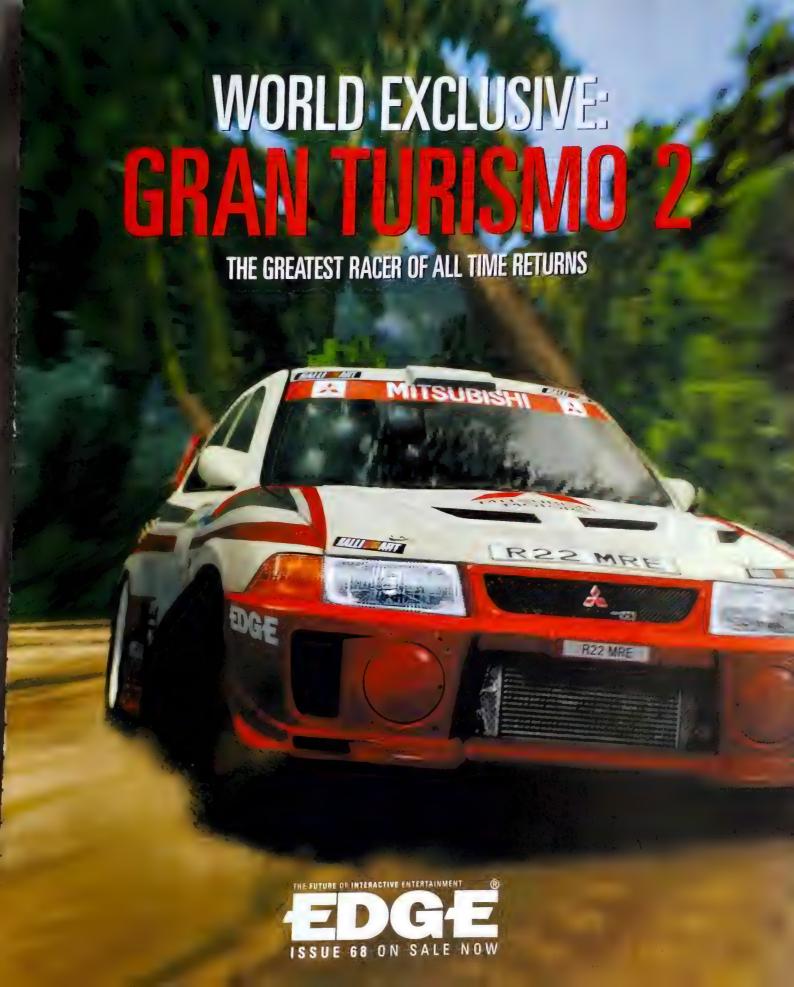
VERDICT **GRAPHICS** Big, bold, colourful - like Pat Butcher 3

■ GAMEPLAY If there is a place beyond boring, it's here 1

■ LIFESPAN Four minutes and 48 seconds 1

Devilishly toss. An outside latrine of a game which should never be visited. Hold it in and frequent a premier commode like Spyro.







11 DEMO CD

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116 POWERLINE

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117 POWERLINE TIPS

Watch in awe as thanks to the power of Powerline, we give cheats galore for Tenchu Abe's Exodulus, Cool Boarders 3, Tomb Raider 3. S.C.A.R.S. and Shadow Gunner

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Our Codemasters-approved guide to Donington, Brands Hatch, Silverstone, Oulton Park, Knockhill, Croft, Snetterton, Thruxton PLUS! a few sneakily-hidden tracks

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The PlayStation's coolest platformer is laid bare as we reveal how to beat the boxes. collect the gerns, access the secret levels and generally kick the hell out of Cortex fella







PlayStation_®

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The official PlayStation Powerline is a unique service holding a wealth of immediate gaming advice, available at the touch of a button. The Powerline receives, on average, 10,000 calls every single week and currently dishes out tips on over 300 games. A number which is ever-swelling due to the regular addition of the latest tips for the latest releases.

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here? Give the line a try. Just call the number below and once connected press O to go to the game menu. Now just key in the five figure code printed top left on every game disc (and featured alongside the cheats below). If there are any tips and cheats for that game you'll hear them, so have a pen and some paper ready. As they say.

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O881 505 505

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* * Cells cost per minute: 44 pence off peak, 58 pence peak rate correct at time of print,

POWERLINE

FOWERUM TBA

TOMB RAIDER 3

Enter these codes *during* play. Don't pause the game and then enter them! When a code reads **10** x4, for example, press **10** four times.

Level skip 09, 09, 09 x2, 09, 09, 09, 09, 09 x4, 09, 09, 09 x4, 09

If you've entered this correctly you'll hear Lara say 'No,' the screen will freeze and resume at the end of level statistics screen

All weapons

(12), (12) x2, (12) x4, (13), (10), (13) x2, (13), (13) x2, (13) x2, (13) x2, (13) x2, (13)

If you've entered this correctly you'll hear Lara scream. You should now have all of the weapons and ammo, save crystals and medipacks

All keys and secrets





Chick-boy japes unlocked, making murdering fun mucho more easy.

x3, 00, 00, 00, 00 x2, 00, 00 x2, 00, x2,

If you have entered this correctly you'll hear Lara sigh. This cheat not only gives you every key but eight secrets as well

Top up health

03 x2, 03, 03, 03 x6, 03, 03 x3, 03, 03 x5

Fills Lara's health bar to maximum

Racetrack key

03, 03 x3, 03, 03 x6, 03, 03 x5, 03, 03 x2

Gives you the key to the racetrack in the Lara's Mansion section of the game.

Official UK PlayStation Magazine

ABE'S EXODDUS

To show all in-game movies Hold the @ button on the main menu and enter the following: ↑, ↓, ←, →, ⊚, ⊚, ⊗, ⊙, ⊚, @. ↑. ↓. ←. →

To gain access to all levels Hold down the @ button on the main menu screen and enter the following:

↓, ↑, ←, →, ②, ③, ⊙, ②, ② (a) ↓, ↑, ←, →

Invulnerability

Hold the on button whilst in-game and enter the following:

⊚, ⊚, ⊗, ↓, ↓, ↓, ⊚, ⊚,

Jump to the next continue point Hold the on button whilst in-game and enter the following; O. O. S ⊗. @. @

POWERUM 01374

TENCHU

Carrying capacity of 99 items Whilst holding down the @ button on the Items select screen, press: @, @, @, ⊗, →, →, ↑, ↓

Secret items

Whilst holding down the an button on the Items select screen, press: @, @, ②, →, →, ↑, ←

Increase the number of items you have

Whilst holding down the
button on the 'Items' select screen, press: @, @, @, ⊕, →, ↑, →

Choose your mission

While holding down the on button on the Mission select screen, press the following buttons @, @, . O. →. →. ↑. →

Restore health to maximum

Whilst in-game, press 💂 and enter the following: @, @, @, ♠, →, →. ↑. ←



Sneaky sneaky, cutty head offy. Cuttory and pain-based laughs.



POWERUNG 01615

COOL BOARDERS 3

Enter the following cheats on the Tournament name screen. A sound confirms correct entry of the cheat.

To gain access to all the boards, enter: O, P, E, N, space, E, M To open all the courses, enter: W, O. N. I. T. A. L. L For Big Head mode enter: B, I, G, H, E, A, D, S

POWERUNE TBA

S.C.A.R.S.

Enter these as passwords, selected from the options menu:

Crystal cup GLASSX . Diamond cup ROCKYY ZDPEAK Zenith cup MASTER mode -XPERTS : compete with all hidden cars **DESERT** : Scorpion car RATTLE : Cobra car RUNNER : Cheetah car MYSTER : Panther car ALLVID : All codes

POWERUNG TBA

CRASH BANDICOOT 3

Access the hidden Spyro demo On the Start screen press the following buttons \uparrow , \uparrow , \downarrow , \downarrow , \leftarrow , \rightarrow , \leftarrow , \rightarrow , \nvDash

POWERUNE TBA

SHADOW GUNNER

To access the cheat code screen hold down select on the main menu screen and press (a) three times, very quickly.

Then enter one of these codes: Invincibility: (a), (a), (b), (b), (c), ② ⊗ ⊗

Invisibility: @, A. &. @. A. O (A). (A)

Super gun: ⊗, ⊚, ♠. ⊗. ⊗. (a) (b) (c)

"Eeeuuuww, fakieee." Rubbish, of course, but the game's rad! Cops.

Top down view: (a), (b), (8),

Level select: @. ⊗. @. △. ⊗. A. O. O

The Level Select cheat allows you to choose different missions on the mission intro screen. Start a new game, then on the mission intro screen, hold down select and use ← and → to select the mission

POWERUME TBA

ROGUE TRIP

Enter the following as passwords Funtopia level ⊗, ⊚, œ, ⊗, ⊚, L1

Guich level ⊗.
⊚.
⊘.
L1.
□
B.
©

Ross battle 1 ⊚, 009, 000, ⊚, L1, 009

Boss battle 2 ⊚, ⊚, œ, L1,

A.

Big Daddy boss battle (a), (a), (b), (b), (c)

Alien saucer OD, (D), (S), (D), (D), (O)

replay A exit

Play as Goliath (A), L1, 00. ⊗, 09, 09

Play as Nightshade co. co. L1. L1. ⊗. ⊚

Play as Helicopter L1, (a), (b), (a), (b), (b)

Double pick-ups L1, 00, (0, L1, 00, (0)

Increased armour an. (A). an. (A). L1. (D)

Unlimited jumps

Duke Nukem FMV sequence (a), (b), (c), (d), (d), (d)







The most regulsh of trips. Harass tourists with your lunatic motor.

Official UK PlayStation Magazine



PLAYING TOCA 2: TOURING CARS IS AS CLOSE TO RACING A PUKKA BTCC CAR AS YOU CAN GET WITHOUT STEALING ONE. AND THEY HAVE TO BE DRIVEN LIKE A REAL ONE TOO. SO HERE'S TEN TIPS TO KEEP ON TRACK...

TOCA 2: TOURING CARS



O LEARN THE TRACKS

Practise in Single Race mode if you have to To achieve the best lap times you need to learn each track well, which takes plenty of practise

O LEARN THE CARS

All the cars handle slightly differently, so find which ones suit your driving style and learn them. Renaults and Nissans are good all-rounders.

O DRIVE WELL

Getting a good qualifying time is very important in later and harder stages. Don't mess up. You only get one lap. Even when you know you are heading for a good lap time or are well ahead of the pack, don't let up

O PAY ATTENTION TO YOUR CAR SET-UP

This can have a significant influence on your performance on the different tracks. At Thruxton for example you need to maximise your sixth gear for the best top speed down straights, but at Brands Hatch the default gear set-up is fine

O DON'T RUSH IT, USE YOUR BRAKES

The most important advice for a new driver is to use the brakes This might seem obvious to the normal road-user, but piling into corners at top speed may often result in spinning out or crashing Keep the car steady down the straights, brake down to the cornering speed before you start to turn, turn smoothly into the corner and then

accelerate out

O TAKE THE INSIDE

If you are approaching a corner in a pack of cars take the inside racing line and use the other cars to guide you round the corner Touring cars are very twitchy, you must learn to take the corners at the appropriate speed. The Time Trial option is specifically designed for this allowing you to gradually perfect your corners as you get faster and faster times

O WORK OUT SHORT-CUTS FOR TRACKS

Some tracks have useful little short-cuts you can use to avoid nasty chicanes and corners

O PAY ATTENTION TO THE PIT CREW

Some of the pit crew's speech is very informative and useful Driving into the pit lane when your team-mate is already there is bound to be a waste of time





@ GET A WHEEL

Analogue acceleration and braking is a big advantage in the wet, especially on support cars. Invest in a Steering Wheel and pedals – this is how you should play racing games, and gives the most realistic playing expenence.

O KEEP OFF THE GRASS

Stick to the track and take the best racing line going off-track can be very detrimental to your can's performance and handling capabilities. Preventing spins is another very important aspect of the game. If you feel the car starting to slide, reduce your acceleration and gently steer back onto line if you end up on the grass, stay in a straight line until you get back onto the Tarmac. Turning sharply on grass is a recipe for disaster and a sure way of losing valuable time

SUPPORT RACES



All the cars in the game have their own unique properties. To discover your favourite car, try driving a couple of laps around Donington in each car and see which one you prefer. We recommend the Honda. Renault, Audi or Volvo as these four cars have a little more power than the others.

When choosing a support car, it's important to realise that, true to life, they handle quite differently from the touring cars.

- THE FIESTA can be driven just like the TOCA touring cars, but is slower
- THE VAN DIEMEN needs attention to prevent oversteer and you should avoid collisions at all costs.
- THE LISTER, AC, TVR AND JAGUAR need a complete change in driving style

While driving the **TOCA CARS** you can leave braking till 75-50m and keep on the brakes round the corner, the support cars require you to brake at about 100m (150m for Jag) and finish your de-acceleration before you enter the corner

You apply the gas gently after hitting the inside apex of most corners but be very sparing with the throttle, especially in the Lister or you'll swap ends There are some hairpin bends that let the AC. Jag and TVR give plenty of power oversteer on the exit, which can be fun

The Scorpion basically drives like a more nervous version of the Van Diemen All the RWD cars need great respect in the wet, especially the AC as you can't increase downforce at all. Again, choose a car and then play around with it, experimentation is key when evaluating a car's performance

SPECIAL EFFECTS

■ Enter these code names as your driver's name to see the following special effects.

CODE EFFECT

DINKYBIT

MINICARS

Micro Machines-style
camera view

PADDED
Bouncy barriers
LUNAR
LONGLONG
Propeller-head championship

PUNCHY No kickout of champ
BANGBANG Battle mode
Lock frame-rate
during qualification

BCASTLE Bouncy crashes
DUBBED OTT crashes
ELASTIC Stretch track vertically
TRIPPY Blur horizons
JUSTFEET Wheels only (no car body)
FASTBOY Faster

Oulton Park Island circuit





The powerstide is a great skill to have in TOCA 2.

TEST TRACK

TOCA 2 features an exciting test track, enabling you to give your chosen, car some welly on a variety of surfaces. One of the best uses of the Test Track is to experiment with the car setup—accessed via the pause menu—and re-enter the track at the point you left it, providing you with a more direct and easily accessible comparison.

Another option includes a slippery dirt track, useful for practising controlling slides



PSECRET

DONINGTON

■ HEADING DOWN THE MAIN STRAIGHT for the right-hander Redgate, you should be sitting on the left-hand side of the track for better corner entry. Brake early and turn in late in order to clip the rumble strip on the right-hand side and accelerate out

■ PAST THE GENTLE HOLLYWOOD right-hander is the Crener Curves, which needs to be taken fast and smoothly, without braking

SLOW DOWN EARLY for the old hairpin, a sharp right-hander, where you need to turn in early.

■ UNDER THE BRIDGE and past some fairly easy curves is the McLeans corner, which turns sharply to the right. This turn is vital - too slow and you'll lose time, but too fast and you'll spin into the gravel trap.

■ THE NEXT RIGHT-HANDER, Coppice is fairly easy and then it's fast down the straight, moving over to the right before braking hard and driving smoothly through the S-bends.

BRAKING IS VERY IMPORTANT for the S-bends Brake sooner rather than later, trying to avoid locking the brakes. Take a left line being careful not to hit the computer cars that brake early, and brake, before turning sharply and accelerating towards the final hairpin, Goddards. Brake late and hard, turning in late to cut across the apex before accelerating out to start the next lap

■ FOLLOW THE ADVICE GIVEN for Donington GP, but remember to stay on the left after the Coppice turn, ready for the final chicane Brake early, turn late and accelerate out, clipping the apex before drifting over the right to start another lap.



power out again



Practice is all that makes perfect - or as near as you're ever going to get.

THE SHORTEST AND BUMPIEST of the tracks with banked and officiamber sections. Brands Hatch needs to be deven with care

exit, gotting the power down as quick as possible MOVE SLOWLY OVER TO THE LEFT under the bedge brake easily for a 18O degree hairpin turn at Drinds, turn in smoothly, accolorate slightly until you're past the apex and then

THE FIRST RIGHT-HANDER, Paddock

Hill bend drops away and you need to get your line just right, broking late, heading for the right corner apex and then flooring it on the

TRY TO STAY ON THE RIGHT for the entry to the next left hander, Graham Hill, moving over to the left to clip the apex that out if possible using the whole road on the exit it need be

ACCELERATE HARD THROUGH SURTEES, minding the bumpy road then stab the brakes for the sudden right kink that comes into McLarenwhich climbs uphill sharply and gontly takes in the final long curve. (actually two separate curves). Keep a constant speed and try not to drift too much to the left

■ FLOOR THE THROTTLE as soon as you see the pit entrance and keep a smooth, straight line past the start line and onto the next lap



Brands Hatch needs a fast-medium set-up for tyres and suspension.

TOCA 2: TOURING CARS



P SECRET

opportunity to overtake other cars before the

finish line





especially if the weather's like this.

TOCA 2: TOURING CARS



■ AFTER THE START LINE, move over to the left racing down Senna and if you feel brave, take the first right-hand corner at top speed, making sure you don't take it too tight to the right-hand side. Or if you are a little nervous, lift the throttle a bit and turn in Do

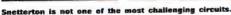
not hit the first apex but hit the second on exiting.

■ BRAKE HARD for the Sear corner as it comes up fast, turn early and clip the apex. Try to avoid running wide and clipping the left-hand barrier Pile on the speed for the fast straight before braking hard well before the left-hand kink and slowing right down for the tricky left/right-hander (you could always try a shortcut straight across the grass to the right of the barrier and try and make it back onto the track at top speed)

FULL THROTTLE OUT OF THE

S-BENDS and power through the next two easy right-handers. Bomb Hole and Coram. Brake hard again for the final chicane, Russel Bend, making sure to slow right down and make a quick right then left turn. Watch out for the pack bunching up here. Then accelerate as soon as possible and you might just have a chance of overtaking another car before the finish line.







This is a good opportunity to try out a support race.

Practice is the name of the game. Don't just bomb around the tracks; take your time and don't get frustrated if you keep losing control - if you don't you're not trying hard enough.

EACH TRACK HAS ITS OWN DRIVING TECHNIQUE and they need learning. Work out which bends are giving you problems and practise them until you've got them perfected

DON'T MAKE A LOT OF SMALL CORRECTIONS left and right. Run a clean line wherever possible.

DECIDE WHICH PART OF THE TRACK you are most comfortable overtaking the other cars on, and then wait for that point before you make your bid for the lead.

KEEP PRACTISING. concentrate during the races, never let up even when you are well in front. You'll eventually win the Drivers' Championship, where an even harder challenge awarts

Syptotical and

Watch out for Club

■ AFTER CROSSING the stant ine the thack curves to the nght through Arand lightening somewhat before turning to the eft and running down

Keep to the hight through Aland then ease over to the et Getting braking right here is critical Brake tunnin accelerate out a. the way turning em through Copb to c c the durke then into the right at Seagrave which opens but and כוושפ עברי נפת פיקיב/

THE LEFT-HANDER at Nobie s easy but it does appear quite suddenly Full throttle and keep a smooth ne

THEN IT'S A LONG GENTLE CURVE through Goodwood into a slightly tighter curve at Village corner

FROM HERE ON its full acceleration at the way making sure to keep the steering smooth it's ver, easy to spin out at top speed

AFTER THE GENTLE top speed curves comes the sharp Club chicane. Make sure you brake early and read straight through clipping both apexes. This can be taken quickly if your line is correct. Make sure you don't clip the left-hand barrier. Then it's full power towards the start line

TOP SECRET

THE MAD, BAD BEASTIE BANDICOOT IS BACK AGAIN COMPLETE WITH ORANGE ATTITUDE, SPINNING DAD DANCING AND STAGE DIVING. AND NOW HE'S GOT A NEW RANGE OF MOVES, WEAPONS, LEVELS, GEMS, CRYSTALS AND RELICS TO DEAL WITH. SO HERE'S SOME INSIDER KNOWLEDGE TO HELP YOU HELP HIM.

CRASH BANDICOOT 3:

WARPED









MOVES

For anyone who is new to the antics of the Bandicoot (where have you been?) here is a rundown of his standard abilities

JUMP

Very simple. As you would expect this makes Crash jump a small distance. Handy for those small gaps, annoying enemies and anything else you can't spin through!

BELLY SLAM

By pressing the duck button at the top of a jump, Crash will perform his famous Belly Slam move. This is the only way to break reinforced boxes, and is also handy for killing enemies

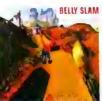
SPIN

Crash's trademark attack This spin will see off most enemies, except those with spikes or orange sides it doesn't last very long, so look out for the extra spins you can pick up along the way!

SLIDE

By running along and pressing (a). Crash will perform a baseball-esque slide. This is handy to ensure the enemy you kill goes in the right direction, or for sliding under something.





CRAWL

If you press a direction while you are holding (a), or keep (b) held down after a slide, you will crawl. This is mainly used for going under low blocks and crossing spotlights

BOXING CLEVER

As with all the other *Crash* games, there are several different kinds of box for Crash to destroy and a few other things he should take careful note of

NORMAL BOX

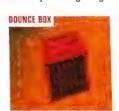
The standard box. These normally contain a single apple





? BOX

These can be broken with any attack and may contain one apple, five apples, or ten apples And you can't tell which. Either way, they are definitely worth getting.





BOUNCE BOX

Looking like a normal box with black stripes on these contain one apple if you break it, but jump on it or under it and you'll get ten!

SPRING BOX / METAL SPRING BOX

A box with an upward-facing arrow on, these are used to get you to higher places. The metal ones cannot be broken at all. By holding jump while on one you can jump higher.

! BOX

This box does one of two things. Either blow up all the Nitro boxes on the level, or fill in some white squares with boxes. Either way it's vital when trying to get all the boxes on a level.





WHITE BOX

The content of this box changes, more rapidly as you get closer to it. It will normally be either blank, a ? box or an Extra Life box.

Occasionally it will change to a TNT box, so be careful when you break it! If you leave it too long it will turn into a metal box.

EXTRA LIFE BOX

Like Ronseal. It does what it says on the box.





C BOX

C stands for Check Point. Break this box and that's what it opens up to be! Wonderful isn't it?

MASK BOX

Break this baby open and you'll get Mask protection. This means that you can take a hit without dying. Break two Mask boxes and you can take two hits, and if you can break three. you'll be invulnerable for a short time. Be warned that however many masks you have you'll still be killed if you fall off the level.







TNT BOX

Do anything to these except jump on them they'll blow up immediately, taking you with them. If you jump on them, they count down from three before blowing up, which

should give you enough time to escape.

NITRO BOX

These are very deadly. If you touch one you will die. It's that simple. So funnily enough, the advice is to avoid them at all costs. There are still a few ways to break them safely though. You can use the Apple Launcher, send an enemy into them, or break the ! box if you can find it. The Apple Launcher is the best bet though, but until you get this, rely on the ! box.

CHUNKY PLATFORMS!

Not only do you have to negotiate tricky paths and passages, but each land level has at least one Chunky Platform for you to hop onto

? PLATFORM

You will find one of these ? platforms on every land level in the game. It will take you to a bonus area, where you can get stack loads of lives to help you on your way.

SKULL AND CROSSBONES

When you first go through a level, these will appear as transparent platforms with white lines. To make them solid you get every gem on that world (all you can get without the platform). Only then will it appear and take you to a difficult route though the level, often ending in a gem







APPLE LAUNCHER

COLOURED PLATFORM

Again, these first appear as wire-frame platforms, but if you find the gem of the same colour they will become solid, taking you to an extra part of the level This extra part will be crucial as it will allow you to get those missing boxes or even the Clear Gem!

CRASH DESTRUCTION

By defeating a boss, our hero gets a new move These should be found as soon as possible

BOSS DEFEATED - TINY TIGER

Skill received: Spinning Belly Splash This makes Crash's belly smash even more potent. By pressing @ when you are jumping you can make Crash do a powerful Belly Splash This will kill all enemies that are not just under it, but near it. It's also the only way Crash can open reinforced wooden crates.

BOSS DEFEATED - DINGODILE

Skill received: Double Jump By pressing jump again at the peak of your jump, Crash will get an extra boost of height, allowing him to clear those long gaps or break those high up boxes. Never underestimate the importance of this skill

BOSS DEFEATED - N. TROPY

Skill received: Super Sprint

By holding down the m button, Crash will pump his arms and run a lot faster. This is mainly useful for completing the Time Trials and getting those gold relics

BOSS DEFEATED - N. GIN

Skill received: Power Spin.

This allows Crash to perform five spins in a row without pause. This makes killing enemies and breaking boxes much easier it also makes Crash glide, so combined with the Double Jump he can clear massive gaps too. Be warned though, once initiated, the Power Spin cannot be stopped, so make sure you use it wisely

BOSS DEFEATED - N. CORTEX

Skill received: Apple Launcher

The best new ability for Crash By holding on, he will draw his weapon giving you a crosshair to aim with. Nitro boxes, or just anything you want to shoot at! It's a top laugh!

TOP SECRET

WORLD ONE

LEVEL 1 - TOAD VILLAGE

Gems: Box

The first level is, as ever, very easy. It gives you a chence to practise your attacks and get a feel for the controls. Spin-attack all the enemies, and grab all the boxes. The box gem should be very easy to get. When you have finished the level, go in again, and get the relic. You should be able to get the Platinum Relic first go.





LEVEL 2 - UNDER PRESSURE

Gems: Box

A first in the Crash trilogy, here you are underwater. A quick press of & will give you a short speed burst. The best idea on this level is to simply ignore all the enemies and concentrate on surviving. The underwater jetski you get is very useful, as it can fire missiles, which break the red plants open, revealing the boxes behind. Not only this, but it can perform a super speed burst, vital when you are going for the time trial.

LEVEL 3 - ORIENT EXPRESS

Gems: Box

An idea that stretches back to Crash 1 is the "leap on an animal's back and ride it through the level" idea. This time it's a little tiger cub, so





leap on its back, and let's go! As ever, pressing @ makes him gallop, which is essential for getting the relic. The only things you need to watch out for here

are the barrels that are rolled down some hills, and the spring men, which won't kill you, but will bounce you up to the higher level – this might mean that you will miss some boxes.

LEVEL 4 - BONE YARD

Gems: Box

Hot lava and steaming geysers are the main hazards on this level. It starts off fairly simply, the usual into-the-screen action. Break the egg halfway through and you can climb aboard... something. It looks like a baby dinosaur, and strike me down can it jump! It also provides you with extra protection, acting like a mask.

LEVEL 5 - MAKIN' WAVES

Gems: Box

Another first for Crash is this jetbike level. It can be quite easy to get lost here, so keep an eye on the arrow at the top of the screen as it shows you the right direction to take. The main danger on these levels is the floating bombs. Some of these move and some stay still. Other hazards to avoid include the bombs that are



fired by the ship, rowing boats, and the exceedingly annoying men who wield anchors! The box gem may prove tricky as well, as a couple of boxes are cunningly hidden behind

WORLD TWO

LEVEL 1 - GEE WIZ

Gems: Box

ramps.

This level introduces the Wizard enemy. This is a particularly nasty enemy who fires out magic spells that are tricky to avoid. Other than these, the rest of the level is fairly easy, with just the usual frogs, knights, and goats to avoid. The box gem is very straightforward too. The only moment where you might suffer is right at the end, when you have to hit an! box, which is surrounded by Nitro boxes. Make sure you are clear of them all, especially the ones behind you

LEVEL 2 - HANG 'EM HIGH

Gems: Box, Yellow

The first of the 'Hanging' levels. There are a couple of difficult enemies to face here, the worst of which is definitely the Swash-Buckler, who is completely invulnerable when he starts swinging his sword, so you just have to wait until his back is turned before giving him the spin treatment. The other enemy which may

WORLD ONE BOSS - TINY TIGER

Returning from $Crash\ 2$ is the character Tiny. This time he's much easier though. When he starts stomping, run around until he plants his trident in the ground, then spin attack him. He'll then release the lions. They can be

killed with the spin attack, but there is normally another lion following up which will eat you as your spin ends. So you're better off avoiding them. Tiny will soon start jumping around. Use the same tactic as before. His last attack is more lions. Again, avoid them, then finish Tiny off









CRASH BANDICOOT 3: WARPED





trouble you is the Pot Lady. She carries a wobbling tower of pots, and if you spin-attack her, one falls over her head and then she tries to ram you off the platform. The best way to kill her is simply to slide her. This will send her flying off the level, hopefully taking other undesirables with her. You use the netting by standing under it, pressing and holding jump to cling onto it, and you can press @ to spin and press (a) to lift your legs up.

Yellow Gem: The only way to get this extra gem on the Hang 'em High is through the special Warp Room, which becomes active after you have defeated N. Cortex.

LEVEL 3 - HOG RIDE

Gems: Box

Yet another new idea for Crash 3, on this level you have to compete in a race. To get the crystal you have to come first. If you simply follow the other cars, trying to get inside them whenever you can, you should be OK. Watch out for the green zipper pads, as these give you a massive speed burst which continues until you release the accelerator. The only downside to this is that it is very hard to steer when you are pulling a wheelie! The box gem seems fairly simple, until you keep finishing with one box short. If you go back, you'll see it hiding just behind a ramp





LEVEL 4 - TOMB TIME

Gems: Box, Clear

In these Tomb levels, you have to enter and survive one of N. Cortex's tombs. They are full of booby traps and strange enemies, so make sure you keep your wits about you. The Flamethrower men are particularly dangerous, as you have to time your run well, or be burnt to a crisp. When you step on the stone switches, other platforms pop out for a short time, allowing you to jump onto them.

Clear Gem: In order to find the Clear Gem on the Tomb Time level you have to already have the Purple Gem. Without it, you will not be able to open the purple door. But carry on down this tricky path, and it will end up at the Clear Gem.

LEVEL 5 - MIDNIGHT RUN

Gems: Box

This is another riding level, but taking place at night. And you have new enemies to cope with. The Dragons are the worst, as they can move in three different patterns. They are either low,

WORLD TWO BOSS - DINGODILE

This boss is a hard nut to crack. Avoid the falling fire, then keep running, and switching direction This will make the Dingodile fire his gun at the place you were. Soon you should see how to get to him: Go in, spin attack him, then get out before you get trapped in. Twice more and it's all over



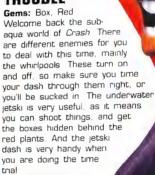
can if you are chasing the relic.



Gems: Box, Red Welcome back the subaqua world of Crash There are different enemies for you to deal with this time, mainly the whichooks These turn on and off, so make sure you time your dash through them right, or you'll be sucked in The underwater jetski is very useful, as it means you can shoot things, and get the boxes hidden behind the red plants. And the jetski dash is very handy when you are doing the time trial

Red Gem: Make your way right to the end of the level, and you'll see a ! box. Hit it, then go all the way back down the tunnel, until you come to a lot of TNT and metal boxes. The switch you hit has made a TNT box appear. Don't attack it, just touch the top of it, then retreat. It will blow a way through for you.

LEVEL 2 - DEEP TROUBLE



Follow this round and you'll end up at the Red Gem.

LEVEL 3 - HIGH TIME

Gems: Box, Purple

Not too different to Hang 'em High on the enemy front, but you do have to do a lot more net hanging. The perspective can make this a bit tricky in places, but keep concentrating and you should be OK. Don't forget that by holding jump down as you bounce on a trampoline ledge, you'll jump higher. This can prove invaluable later on in this level

Purple Gem: To find the Purple Gem, you have to get onto the Skull and Crossbones platform But it won't be made solid until you've managed to collect every other gem, crystal, and relic on this world



so you have to jump over them, high, so you

so you have to pick your time carefully to get

past them. Remember to gallop whenever you

have to stay low under them, or a mix of both,

WORLD THREE

LEVEL 1 - DINO MIGHT

Gems: Box, Clear

This level is U-shaped, in that you start off running away from the screen, change to sideways scrolling, then end up legging it from a massive Triceratops! The first stage of this level is fairly easy; just remember to time your attack on the Crash Seals; wait until they stop spinning before you attack them. Watch out for the steaming geysers and lava flows as before. Make sure you break open the egg, and ride the baby dino again. Even if you get hit, you can hop back on him again and carry on.

Clear Gem: To get the Clear Gem, you have to already have the Red Gem. It creates a platform which takes you to another U-shaped level. finishing in a very difficult 'into the screen' chase level, at the end of which is the Clear Gem





TOP SECRET



LEVEL 4 - ROAD CRASH

Gems: Box

Another bike race, only this time you have Police cars to avoid, as well as barriers, opponents, and bottomless ravines. Remember to slow down for sharp bends, because if you go too far off the road, you'll lose too much time. You can overtake your opponents on the inside of a bend if you get it just right. If you hit all the zipper pads you should be able to win the race and get that crystal without any problem





LEVEL 5 - DOUBLE HEADER

Gems: Box

This level introduces you to some rather nastylooking giants, who, if you get too close, will happily use their clubs to bash you right into the camera! The way to kill them is to double jump onto the top of their heads. However, the best advice is to wait until one side swings a club then run past that particular side. Other than these Giants, the rest of the level is very similar to the Gee Wiz level, only a little bit harder. To get the Platnum Relic you will have to hold to throughout the entire level. Which is not quite as hard as it sounds.

WORLD FOUR

LEVEL 1 - SPHYNXINATOR

Gems: Box, Clear

Another tomb level, and the same advice applies The most common ways to die on this level are to be lanced by the Spikes, which spring up, then retract, or to be squashed by falling blocks. The Spikes can be spun through without damage, and the falling blocks need to be given a wider berth as they are a lot broader than they look – they can often squash you when you thought you were safely past.

Clear Gem: You can only get this after you have acquired the Blue Gem. Hop on the Blue Platform midway through the level, and it will take you to a different part of the tomb, to a very tricky route, the end of which holds the Clear Gem.





LEVEL 2 - BYE BYE BLIMPS

Gems: Box

A very easy level this, and a new idea to the Crash series. In this free-roaming level you have to shoot down all the blimps, or hot air balloons Simply fly towards each one, guns a-blazing, and if you are being shot at yourself, keep tapping the ① button, as this makes you spin, and impervious to enemy fire. If you are getting low on health, shoot the medical balloons

LEVEL 3 - TELL NO TALES

Gems: Box

This level is another one for the jetski. Watch out for the pirate ships that fire cannonballs out at you. Try to go right through the middle of them, that way you don't lose any speed. You may find that you have trouble getting all the boxes, and you will probably have to go through the level again backwards to find them. You have

to go around the back of the last pirate ship where you'll find there are five more boxes cheekly tucked away



LEVEL 4 - FUTURE FRENZY

Gems: Box, Clear

On this level make sure you remember that you cannot touch anything orange, or you'll get zapped. The little men in flying saucers can be killed by jumping directly on top of them, or by the Apple Launcher. If you are going for the box gem make sure you jump over the 1 box in the middle of the level, so you can get the boxes underneath where the metal boxes will form. To kill the ED-209-type enemies, dodge their three rockets, then hit into the target on their back.

Clear Gem: The only way to get the Clear Gem is to follow the extra route from the secret.



WORLD THREE BOSS - N TROPY

N Tropy is a very easy boss to defeat. When you start, he will fire an energy ball at you. Jump it. Then he will try and shoot some lasers at you. Simply hop over them, then watch to see which tiles are flashing, and get on one that isn't. The flashing tiles will fall away. Now make your way over to him, and spin attack him. This time, when he fires the energy balls, the second one will be high, so duck under it. Repeat the attack procedure twice more, and it's game over for N. Tropy!







CRASH BANDICOOT 3: WARPED

WORLD FOUR BOSS - N. GIN

Gresh gets to pilot a rather snazzy flying machine for this boss, and at a press of the O button the Tigen you note comes and helps you, so you can now fine three shots at once. Aim for the flashing well we next on N. On's ship, and after three hits he will retreat. only to return with much more gover then any of the other bosses! However, he is still fairly easy to kill, as long as you keep moving, and shooting the nockets he fires out.







and relic available in this world, spart from the ones that need the Blue Gem. When you have these, the skull and crossbones platform will become solid, taking you to a tough sub level which leads to this last gem.

WORLD FIVE

LEVEL 1 - GONE TOMORROW

Gems: Box. Clear

Another futurestic level, only this time it's much hander. Remember that you can't touch anything orange again, or you'll get zapped, again! The ED-209 robots are back, and just as hard as ever to kill. As long as you take your time this level is not actually that bad, it's getting the relics that's going to cause you the problems. because too much haste can force you to make mistakes and on this level there's simply not any morn for errors!

Clear Gem: You have to have already got the Green Gern, then jump on the Green platform for the route to the Clear Gem.



LEVEL 2 - ORANGE ASPHALT

Yep, you're back on the road. This time, however, the Police cars move across the road, trying to impede your progress. They are quite easily avoided though, just aim toward the side they are on the second you see them. This level sees a lot of jumps over ravines, so make sure you hit the ramp, or you'll be free-falling. You

can actually get past ravines by going right to the outside of the track It'll slow you down, but at least you'll not fall in!





LEVEL 3 - FLAMING PASSION

Gems: Box. Green

As the name suggests, there is a lot of fire on this level to avoid. It's worth noticing though that if you are doing the time trial, you can double jump and spin around any fire, so you don't have to wait for it to die down. There are also some tricky 3-D jumps to perform, so make sure you take your time on these, or you'll find yourself right back at the start of the level again Green Gem: You have to use the Skull and

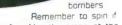
Crossbones platform, which again means getting all the other gems, crystals, and relics on this world first. It's no mean task

LEVEL 4 - MAD BOMBERS

Gems: Box

Another flying level, this one being a bit trickier The main difference is that your target is now a lot smaller, and is moving. What you are aiming for are the two engines on each of the enemy





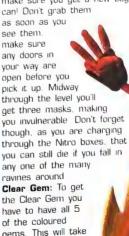
you are under enemy fire. Use the arrow at the top of the screen as a waypointer - it shows you the way to the nearest bomber



LEVEL 5 - BUG LITE

Gems: Box Clear

The last normal level in the game sees the returns of the Glow bugs, first seen in Crash 2 They will stay with you for a while, then go so make sure you get a new bug whenever you



Clear Gem: To get the Clear Gem you have to have all 5 of the coloured gems. This will take you on a very treacherous route. leading eventually to the Clear Gem



OP SECRET CRASH BANDICOOT 3: WARPED

WORLD FIVE BOSS - NEO CORTEX

The toughest boss in the game, and it may take some time to kill him. First of all, jump the spinning beam while avoiding the fireballs. When Cortex starts chucking mines, make your way over to him, and spin attack when his shield is down. Now you have to spin attack him again and again, trying to bounce him down the pit in the middle of the floor. When you do this, he loses a chuck of energy. Now the masks join together, and look like they are following you. They're not, they're just following a set pattern which you should try to learn, still dodging Cortex's fireballs. When he's lobbed his mines spin attack him again, and then again trying to spin him down the pit. For his final attack, the masks join together, and then dive at you. Keep moving and jumping, avoiding the fireballs as well. As before, when the mines are thrown, spin attack him into the pit, then he'll die.







Again, similar to Hang 'em High in that this is just an addition to the main level Future Frenzy. This route will lead you to the Clear Gem.

FUTURE FRENZY

LEVEL 5 - RINGS OF POWER

Gems: Box. Clear The final level of Crash Bandicoot 3, and it's not all that hard. Simply fly through all the rings. That's it. But the hard part comes when you try for the relic - especially the Gold Relic. The

> only way to do this is by spinning through each ring. This gives you a speed burst but makes controlling your ship difficult.





WORLD SIX

LEVEL 1 - SKI CRAZED

The final jetski level. Finishing this level itself isn't too tricky, nor is getting all the boxes. However, this is without doubt the hardest level in the game for getting the Gold Relic. There are so many yellow time-off boxes, most of them surrounded by bombs. You'll need all your skill to get the Gold Relic on this level.



LEVEL 2 - HANG 'EM HIGH

Gems: Yellow

This isn't a stand-alone level, merely an add-on to the original Hang 'em High level. It is the only way to get the Yellow Gem.





LEVEL 3 - AREA 51?

Gems: Box The trickiest racing level by far. This time you're up against some UFOs. Nice. Not only this, but the Police cars now drive straight for you as oncoming traffic! Add to this the fact that you are now racing at night, with only your little headlamp for light, and it becomes a very tough level. If you see any barriers, this means there is a ravine right behind it, so move over sharpish!

THE ULTRA SECRET

And for the player who wants to take himself to another level, or two...

THE RELIC WARP

This is reached via a small platform that appears in the middle of the main Warp area (near the Load/Save screen) after you've picked up the first five relics. The doorways to the three levels here, as well as the doorway to the two Warps into the hidden parts of two of the normal levels in the game open after five, ten, 15, 20 and 25 relics have been

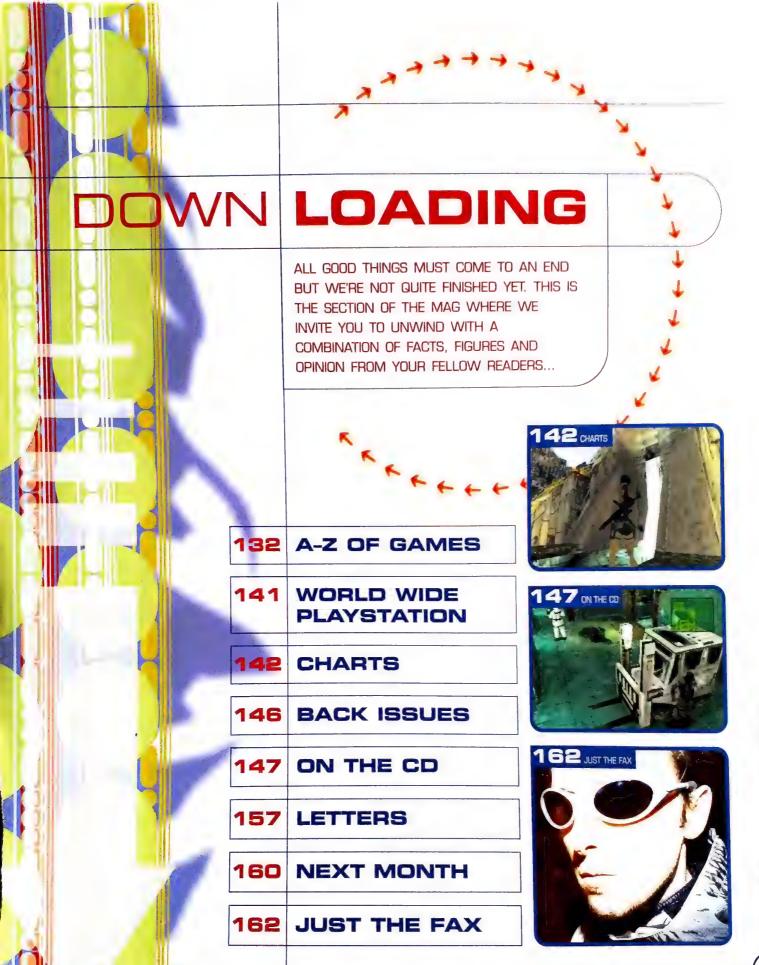
HOT COCO

The first Hot Coco can be found in the level Hog Wild (second motorcycle level). There is an alien sign on the left side of the road. Hit it and you will warp to the secret level Hot Coco. The gem on this level is won by getting all the boxes.

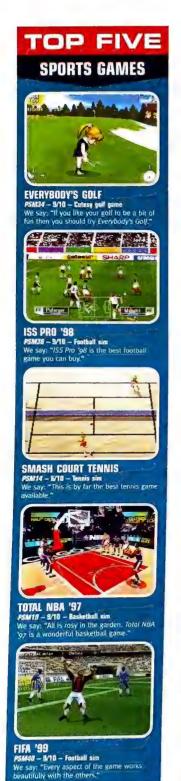
EGGIPUS REX

The second secret level is Eggipus Rex. This is reached by getting yourself killed (or at least trying to get yourself killed) on the second Pterodactyl (bird dinosaur) that you come across on the Yellow Gem path in the level Dynomite! the second Jurrasic level. Obscure but true The gem is at the end of the level, and the relic is attained by beating the clock on the time trial again. A very tough nut to crack indeed

NEXT MONTH: THE PSM TEAM SOFTENS UP METAL GEAR SOLID



PSM GAMES DIRECTORY





HERE IT BE - THE MOST COMPREHENSIVE LISTING OF PLAYSTATION GAMES EVER! WE RATE 'EM! WE SLATE 'EM! WE BET YOU HAVEN'T PLAYED 'EM (ALL)! NOW READ ON...



ACE COMBAT 2

Namco - PSM27 - 5/10 - Flight sim Fantastic full-on action, but you can finish it in a day

ACTUA GOLF

Gremlin - PSM9 - 8/10 - Golf sim The fluid player animation and the varied commentary is combined to good effect.

ACTUA GOLF 2

Gremlin - PSM22 - 7/10 - Golf sim Retter graphics and new shots fail to hide basic gameplay limitations.

ACTUA GOLF 3

Gremlin - PSM40 - 6/10 - Golf sim A game for the full-on golf fan alone, but with a dated control system.

ACTUA ICE HOCKEY Gremlin - PSM30 - 6/10 - Ice

hockey sim Very ordinary game with slow graphics and many minor niggles.

ACTUA SOCCER

Gremlin - PSM3 - 9/10 - Football sim A slick and accomplished early bash at this overcrowded game genre.

O ACTUA SOCCER 2

Gremlin - PSM27 - 9/10 - Football sim A hard game to master, but stick with it. A great footie game.

ACTUA SOCCER 3

Gremlin - PSM40 - 6/10 - Football sim Not enough moves and fails to convey the sport's flowing nature.

ACTUA SOCCER CLUB EDITION Gremlin - PSM20 - 7/10 - Football sim

Basically Actua Soccer with national rather than international sides.

ACTUA TENNIS

Gremlin - PSM38 - 5/10 - Tennis sim The infinitely more fun Smash Court Tennis remains supreme.

ADIDAS POWER SOCCER

Psygnosis - PSM6 - 8/10 - Football sim The George Best of footie sims: wild, eccentric, but oh so captivating.

ADIDAS POWER SOCCER 2

in _ BSM2R _ 7/10 _ Psygnosis -Fnotball sim

There are better footie games around but this has grit and flair.

ADIDAS POWER SOCCER INT. Psygnosis - PSM18 - 8/10 -

New modes and more realistic team and player abilities. Not a lot else.

ADIDAS POWER SOCCER '98 Psygnosis - PSM35 - 5/10 -

Disappointing and often infuriating. Packed with minor glitches.

ADVENTURES OF LOMAX

Psygnosis - PSM13 - 5/10 - Platforme Fine looking, but very old-fashioned. Would have been good on the NES.

AGENT ARMSTRONG

Virgin - PSM26 - 4/10 -Platform/shoot 'em up Top old-fashioned. Poor graphics and

basic gameplay. AGILE WARRIOR

Virgin - PSM3 - 6/10 - Air combat sim Rough and unpolished flight 'em up with a few redeeming features.

AIR COMBAT

Namco - PSM1 - 6/10 - Air combat sim Flashy Namco arcade conversion too short and too easy to merit unguarded acclaim.

AIR BACE

THQ - PSM26 - 7/10 - Racing/flight sim Pleasantly surprising. Obvious faults, but robust smart and fun-filled

AIV EVOLUTION GLOBAL

Acclaim - PSM9 - 7/10 - Strategy Snappily titled Sim-City clone. Deep. challenging, but slow in places.

ALIEN TRILOGY

Acclaim - PSM5 - 8/10 - Shoot 'em up Pant-wettingly scary, Doom clone with emphasis on intellect and agility.

ALL STAR SOCCER

Eidos Interactive - PSM23 - 6/10 -Football sim

Comedy commentary tries to uplift this mediocre footie sim but it fails miserably.

ALL STAR TENNIS

UbiSoft - PSM40 - 7/10 Tennis sim

Not recommended for the lone player, but those with a multi-tap should definitely investigate.

ALLIED GENERAL

Mindscape - PSM20 - 5/10 -

Dated, graphically hideous wargame with few gameplay plus points.

ALONE IN THE BARK

Infogrames - PSM2 - 8/10 -Action adventure

One of the most picturesque and playable adventures around.

O ALUMNOBA

Psygnosis - PSM31 - 9/10 - RPG Legend Of Zelda for the PlayStation. and not before time. Absolutely, compulsively addictive.

ANDRETTI RACING '97

EA - PSM11 - 7/10 - Racing sim Varied, fun, but slightly clunky racer. Pales in comparison to Ridge Racer.

ADRICATIVESE

Activision - PSM41 - 8/18 - Shoot 'em up

Flawed but has a je ne sais quoi that makes it stand out from the trigger-happy crowd.

AQUANAUT'S HOLIDAY

SCEE - PSM9 - 4/10 - Scuba sim 'Underwater experience' title which soon bores rather than captivates.

AREA 51

GTi - PSM21 - 5/10 - Shoot 'em up A tedious, repetitive and unforgivably slow Time Crisis forebear.

ARMOURED CORE SCEE - PSM35 - 8/10 - Mech shoot

'em up Engrossing, weapons-grade mech action. Variable missions

ASSAULT

TES - PSM37 - 6/10 - 30 shoot 'em up

Tension-relieving blasting, but the 3D perspective means aiming problems and unfair deaths

ASSAULT RIGS

Psygnosis - PSM2 - 7/10 - Combat

Battle Zone-inspired, hunt-and-blast title with a great two-player option.

THE ATARI COLLECTION 2

CT _ PSM36 _ 7/18 - Retro collection

The best retro game compilation to date, but most games fail to hold their own in the '90s.

ASTEROIDS

Activision- PSM41 - 7/10 - Retro chant 'em up

Fun, addictive but it's never going to be more than a blast from the past.

Cryo - PSM38 - 5/18 - Point 'n' click adventues

No looks or charisma. Try harder.

ATARI COLLECTION 1. THE

GTi - PSM18 - 3/10 - Retra collection Six old games that should be avoided by all but nostalgia freaks.

AUTO DESTRUCT

FA _ PSM29 _ B/10 _ Racing /strategy Not all bad. Bones of the game are good but it soon becomes repetitive.

AYRTON SENNA KART BUEL

EA - PSM15 - 3/10 - Racing game mess of a karting game. Stay away,

Terribly produced and exploitative

AYRTON SENNA KART DUEL 2

EA - PSM36 - 4/10 - Kart racing

Low quality, simplistic racer. Rough, ropy, clunky.

AZURE DREAMS

Konami - PSM37 - 7/10 - RPG

Intriguing but quirky, if it appeals to you then you'll be hooked for weeks.



B-MOVIE

GT - PSM40 - 8/10 - Shoot 'em un

Contains depth and manages to stay fresh despite its simple premise. A good, solid game.

BABY UNIVERSE

SCEE - PSM38 - 4/10 - 3D kaleidoscope An amusing trifle. But when was the last time you paid £30 for a trifle?

RALIBLAZER

EA - PSM23 - 5/10 - Future sport sim Lacklustre undate of the ancient Commodore 64 title. Stick to footie.

Too many ideas fighting for attention, none of them realised.

BATTLE ARENA TOSHINDEN SCEE - ASM1 - E/18 - Beat 'em us This weapons-based 3D punch-up is a key title which still impresses.

BATTLE ARENA TOSHINDEN 2 SCEE - ASM7 - 7/10 - Beat 'em up Disappointingly similar sequel which adds only extra graphical finesse.

BATTLE ARENA TOSHINDEN 3 SCEE - PSM24 - 7/10 - Beat 'em up Marginally better than its prequel but still no contender for Tellien.

BEDLAM 6% - PSM16 - 5/10 - Military strategy A messy, jerky joyride which proves

more exhausting than enjoyable. **BIG HURT BASERALL** Acclaim - PSM9 - 6/18 - Baseball sim The visuals are really the all that

impress in this flawed sim. BIO FREAKS 6Tr - PSM37 - 7/10 - Beat 'em up

Provides hearty laughter and bloodstained enjoyment. Good fun. BLACK DAWN

EA - PSM13 - 8/10 - Air combat sim Decent helicopter game with good visuals and challenging missions.

BLAZE & BLADE: Eternal Quest Funsaft - PSAH1- E/10 - RPG Nice try FunSoft, but not really ven practical. Doesn't cut the mustad.

BLAM! MACHINEHEAD EA - PSM11 - B/10 - Roam 'n' shoot Nice-looking sci-fi blaster with the odd interesting touch.

BLAST CHAMBER ion - ASM13 - 7/10 - Puzzle game innovative and mentally challenging puzzie/sport/shoot 'em up crossovi

BLAST RADIUS Perenesis - PSM35 - 8/10 - 30 shoot

Thoroughly enjoyable arcade-style shoot "em up.

BLASTO SCEE - PSM36 - 6/10 -Cartoon adventures

A cartoon cavalcade of astrogalactic gymnastic insanity. If only it was faster, had better controls...

BLAZING DRAGONS BMG - PSM14 - 5/10 - M Simplistic, formulaic adventure title aimed at kids. Poor blighters.

BLOOD OMEN LEGACY OF KAIN BMG - PSM17 - 7/18 - RPG Amortous yet severely limited hack 'n' slash affair hiddled with small flaws.

BLOODY ROAR: HYPER BEAST DUEL Virgia - PSM25 - B/10 - Best 'em up Lack of fighting-style variety, but heaps of strategy and a visual treat

BOMBERMAN WORLD SCEE - PSM34 - 6/10 - Arcade game Adequate, but with imitating control forbles. Good multiplayer mode.

BRAHMA FORCE JVC - PSMJØ - 7/10 - First-person

Vilvai returns, but, despite some clever features, no real improvement.

BREAK POINT Ocean - PSM13 - 7/10 - Tennis sim Slightly over-complicated, but a good racket workout, nevertheless.

BREATH OF FIRE III Wryin - PSA\$35 - 8/10 - RPG Great fun Japanese RPG. A cross between lands-hours and FFU:

BRIAN LARA CRICKET Codemasters - PSM39 - 8/10 -

A well executed cricket sim and enjoyable to play.

O BROKEN SWORD SCEE - PSM11 - 9/10 - Adventure A beautifully crafted epic awash with atmosphere and Pansian chic.

O BROKEN SWORD II: THE SMOKING MIRROR

SCEE - PSA(27 - 5/10 - Adventur One of the most atmospheric adventure games money can buy

BUBBLE BOBBLE 2 Virgin - PSAI28 - 8/10 - Mattern Compelling gameplay. Cute graphics. Great longevity. Nuff said.

RURSV 3D Telstar - PSAt26 - 3/10 - 30 platformer A dreadful game on a previously

unheard of scale. BUGGY Gremlin - PSAGS - 6/10 - Comic racer

Fun, but ultimately lacks the kind of polish modern gamers demand. **BURNING ROAD**

Sunsoft - PSA112 - 5/18 - Racing game Blang arcade-style title which aims at Ridge Racer and falls way short.

BUSHIDO BLADE SCEE - PSM29 - 8/10 - 30 knife 'em an

Not for the squeamish, but a welcome revamp of an old genre

BUST A GROOVE SCEE - PSA438 - 8/10 - Dancing sim Almost arousing to watch, occasionally repetitive to play.

O BUST-A-MOVE 2 Acciaim - PSAIS - 9/10 - Puzzter Simple, yet infuriatingly addictive Tetns-style puzzler. A near legend.

O BUST-A-MOUE 3 Acclaim - PSM31 - 9/10 - Puzzler The most addictive two-player game this side of chocolate tennis.

BUST-A-MOVE 4 Acclaim - PSA660 - 8/10 - Puzzler No improvement on previous versions, but it's still a furiously addictive two-player game.



CARDINAL SYN SCEE - PSACJJ - 6/10 - 30 Boat 'am up Playing environment quite cool, but too easy and not much variety in character or location

CARNAGE HEART SCEE - PSM20 - R/10 -

Combat strategy Intensely absorbing and addictive. but mentally demanding. Not for the casual gamesplayer.

CASPER

SCEE -- PSAF13 - 6/10 - Puzzle game Cutesy exploration title with a few new twists, but little lasting appeal.

CASTLEVANIA: SYMPHONY OF THE NIGHT

SCEE - PSM26 - 7/10 -Platform adventure

Playable and vast, but lacking sparkle, and a mite 3D.

CHESSMASTER 3D Minuscape - PSM7 - 7/10 - Chess sim Competent, nicely presented chess title with classical soundtrack

CHEESY Ocean - PSAIS - 7/10 - Platforms Old-fashioned and out-dated platform romp with unfortunate title.

Eidos - PSA432 - 6/10 -Snowboarding sim Proficient snowboarding same, but it

lacks anything innovative. CHRONICLES OF THE SWORD Psygnosis - PSM7 - 5/10 - Adventure Pretty for its day, but frustrating and poorly constructed Arthurian romp.

O CIRCUIT BREAKERS Mindscape - PSM33 - 9/10 -Racing pame

Addictive, clever, considered topdown racing. Best with four players.

CITY OF LOST CHILDREN, THE Pavanosis - PSM17-3/10 - Adventure An eccentric, good-looking adventure game that promises much but delivers nothing,

CLOCK TOWER ASCII - PSM26 - 4/10 - 3D adventure Spectacularly dull adventuring.

O COLIN MCRAE RALLY Codemasters - PSM35 - 9/10 Arcade recentracing sim

A compulsory purchase for all motor racing fans.

Psygnesis - PSM26 - 7/10 - 30 space combat Stunning and well-designed, if you're

COLONY WARS

prepared to make the effort. O COLONY WARS - VENGEANCE

Psygnosis - PSM39 - 5/10 - 30 space combat

A challenging and compelling space combat game.

O COMMAND & CONQUER Wrgin - PSM15 - 9/10 - Military strategy Brilliant conversion of the God-like PC original. Make war, not love.

COMMAND & CONQUER RED ALERT: RETALIATION Virgin - PSM37 - 7/10 - Real-time military strategy

Red Alert fans will lap it up, but anyone looking for anything new will be disappointed

CONSTRUCTOR

Acclaim - PSM40 - 8/10 -Management sim

You'll need a mouse to enjoy it, but its sheer depth is rivalled by too few other titles.

CONTRA: LEGACY OF WAR

Konami - PSM15 - 4/10 - Shoot 'em up Frustrating and cheap looking blaster Much too difficult for its own good.

COOL BOARDERS SCEE - PSM18 - 8/10 -

Snowboarding sim Interesting and amusing but a rushed attempt at a trendy sport.

COOL BOARDERS 2 SCEE - PSM29 - B/10 -

Snowboarding sim Detailed sports sim, supercool. arcade racer and wish-fulfilment.

COOL BOARDERS 3 SCEE - PSM40 - 8/10 -

Snowbearding sim It could have been indispensable. As it is, it's merely excellent.

COURIER CRISIS BMG - PSM27 - 6/10 - Bike 'em up Loads of fun for half an hour, then utterly tedious.

CRASH BANDICOUT SCEE - PSM10 - 9/10 - 30 platformer A big, stylish and engrossing addition to a much abused genre.

CRASH BANDICOOT 2 SCEE - PSM27 - 8/10 - 30 platformer Less painful than the original, though more of the same. Still, pretty and great fun.

O CRASH BANDICOOT 3

SCEE - PSM48 - 9/18 - 30 platformer Crash's finest hour. Without question the best platformer on the PlayStation. Sheer brilliance

CREATURE SHOCK Data East - PSAM4 - 7/10 - Shoot 'em up An FMV experiment which fails as both game and visual 'experience

CRIME KILLER Interplay - PSM35 - 4/10 -Racing/shoot 'em up Unimaginative idea and very poor driving mechanics.

CRITICAL DEPTH 6Ti - PSM29 - 7/10 - Shoot 'em up A decent-enough all-action game. Good fun on a rainy afternoon with some friends.

Virgin - PSM3 - 7/10 - Beat 'em up A challenging combat game that only

reveals its depths with time. CROC

EA - PSM25 - 7/10 - 30 platformer Superb graphics and presentation. If only the level design was a little more imaginative...

CROW: CITY OF ANGELS, THE Acclaim - PSM16 - 5/10 -3D adventure Hopelessly out-of-date conversion of

an equally poor film. Stay well away. CRUSADER: NO REMORSE

EA - PSM15 - 7/10 - Arcade adver The tricky controls and raw graphics conceal a challenging game



SHOOT 'EM UPS



DUKE NUKEM: TIME TO KILL PSM38 - B/10 - 30 about 'sm up/advants W say. "A superb piece of well-crafted.



FINAL DOOM PSM15 - 5/10 - 30 shoot 'see up We say: "You can never get enough of this brilliant game."



POINT BLANK PSACE - 7/10 - Sheeting game We say: "Almost worth the asking price alone are the two-player and team options."



TEMPEST X PSM15 - 9/10 - Short an up



TIME CRISIS PSM27 - M16 - 30 arcade sheet 'em up We say: "Welcome to the best shoot 'em up partnership since Smith and Wesson."

> 133 FEB

PIN

Station

PSM GAMES DIRECTORY

TOP FIVE RACERS/DRIVERS



COLIN MCRAE RALLY PSM35 - 9/18 - Arcade recentracing sim We say: "Colin McRae Rally will I your concentration and wit to defeat it."



CIRCUIT BREAKERS PSACE - 9/10 - Body racing game.
We say: "THE GAME OF CHAMPIONS is by far the most popular office sport of the year."



GRAN TURISMO PSM32 - 10/10 - Rusing sim We say: "Gran Turismo is the best racing



TOCA: TOURING CAR CHAMPIONSHIP PSM27 - \$/10 - Bacing sim We say: "An excellent racing game that plays like a dream."



WIPEOUT 2097 PSATTZ - 9/10 - Racing game We say: "As a two-player game it has to score a miximum TEN - it's that great."

► CRYPT KILLER

Konami – *PSM18* – 6/10 – Shoot 'em up Adequate, but not exactly memorable conversion of an okayish arcade shooter.

CYBER SLED

SCEE - PSM2 - 4/10 - Shoot 'em up A poor conversion of a limited Battle Zone-style arcade game. Not to be

Mindscape - PSM2 - 3/10 - Futuristic

Wineout - but dull and sadiv pointless. The graphics are passable

CYBERIA

Interplay - PSM7 - 5/10 - 30 adventure Pre-rendered storybook adventure which has always looks dated.



Acclaim - PSM3 - 4/10 -Arcade adventure

A well-produced and engrossing experience which ends too quickly.

DARK FORCES Virgin - *PSM17* - 5/10 - Shoot

A lazy, dated Doom clone. The force is certainly not strong in this one.

DARKLIGHT CONFLICT

EA - PSM21 - 8/10 - Space blaster Satisfying 3D shoot 'em up with a nod to Elite and bags of gameplay.

DARKSTALKERS Virgin - *PSM12* - 7/10 - 20 beat

A sound enough beat 'em up but no Street Fighter Alpha.

DAVIS CUP TENNIS

Telstar - PSM11 - 5/10 - Tennis sim Moderately good-looking and speedy, but lacking in playability.

DEAD BALL ZONE

GTi - PSM33 - 5/10 - Future sports A decent playable future sports game at last, but not as good as the 16-bit classic, Speedball.

DEAD OR ALIVE

SCEE - PSM34 -- 8/10 -- 30 beat 'em up Lots of polish and gameplay. Still secondary to Tekken 3 and Soul Blade, though.

DEATHTRAP DUNGEON

Eidos - PSM31 - 8/10 -38 adventure

Not a Tomb Raider beater, but a solid and well-designed 3D romp.

DEFCON 5 SCEE - PSM3 - 8/10 - 30

action/strategy
Tense, atmospheric strategy-centred shooter. Doom with a brain.

Interplay - PSM4 - 8/10 - 30 blaster Surprisingly good conversion of a great PC title. Huge and addictive.

DESCENT 2 Interplay - PSM21 - 7/19 - 30 klaster

An impressive sequel which suffered through comparison to rivals

DESTRUCTION DERBY Pavonosis - PSM1 - 7/10 -

Racing game Exhilarating crash-and-smash racer et down by a few key faults.

O DESTRUCTION DERBY 2

A total visual and gameplay overhaul of the original title Brilliant stuff especially with a Platinum price tag

DEVIL'S DECEPTION

ASCII - PSM25 - 3/10 - Platform auzzier In French 'deception' means disappointment. This game is most appropriately named.

DEVIL DICE

SCEE - PSM20 - 7/10 - Puzzle game A slightly eccentric puzzler that intrigues, frustrates and needs plenty of patience.

DIABLO EA - PSM33 - E/10 - RPG/ Arcade action

Fun blend of arcade action and RPG easy to play but not the best Japan has to offer.

DIE HARD TRILOGY

EA - PSM10 - 8/10 - Arcade adventure Three good games for the price of one. Glitchy but good value.

DISCWORLD

Psygnosis - PSM1 - 7/10 - Adventure Tough point and click puzzler which captures Pratchett's humour well

DISCWORLD 2: MISSING PRESUMED...?

Psygnosis - PSM28 - 7/10 - Adventure you're a Pratchett fan, buy it now If you're not, don't.

DISRUPTOR

Interplay - PSM13 - 8/10 - 3D shoot Stunning scenery, slick looks and design. A great alternative to Doom.

GTi - PSM2 - 9/10 - 30 shoot 'em up The classic 3D blaster brought with spooky brilliance to the PlayStation

DRAGONHEART

Acctaim - PSM22 - 3/10 - Platformer Dismal movie licence with bad 2D visuals and predictable gameplay.

DUKE NUKEM

ETi - PSM28 - 8/10 - 30 shoot 'em up An essential addition to your collection. Supreme one-player game

O DUKE NUKEM: TIME TO KILL

GTi - PSM38 - 9/10 - 3D adventure Delivers all the videogame goodies in one lovely bundle. A joy to play.

DYNASTY WARRIDRS

Ocean - PSM24 - 8/10 - 30 heat 'em un Lacks the frantic appeal of Soul Blade but still packs a punch.



FARTHWORM JIM 2 Virgin - PSM11 - 6/10 - Platformer

Adds little to the genre, except a funny hero and cartoon graphics

FPIDEMIC

SCEE - PSM20 - 8/10 - 30 shoot 'em up A number of clever touches lift this above standard Doom-clone fare out of the bloodthirsty nack.

ESPN EXTREME GAMES

SCFF - PSM2 - 6/10 - Skate 'em un Amusing but essentially limited Road Rash-alike which rapidly bores.

O EVERYBODY'S GOLF

SCEE - PSM34 - 9/10 - Golf game Cute, well-packaged and highly desirable. A superb I ttle game

EXCALIBUR 2555AD

Telstar - PSM18 - 7/10 - 3D adventure Tolerable action adventure. overshadowed by Tomb Raider.

EXHUMED

BMG - PSM18 - 8/19 - 38 shoot

Challenging, Egyptian-themed shooter with nice engine and good graphics.

EXPLOSIVE RACING

JMI - PSM24 - 6/10 - Racing game A cartoon racer which tries hard to ne different sacrificing playability.

EXTREME PINBALL

EA - PSM7 - 3/10 - Pinball sim Atrociaous example of a not-thatgood-at-the-best-of-times genre



FARE TO REACK

EA - PSM8 - 8/10 - 30 adventure Atmospheric adventure yarn which suffers a few niggling eccentricities.

FANTASTIC FOUR

Acclaim - PSM27 - 4/10 - Beat 'em up Cool licence, disappointing product.

FELONY 11-79

ASCII - PSM26 - 7/10 - Racing game Inadequate in many ways, but its entertainment value masks its flaws

FIFA '97

EA - PSM15 - 7/10 - Football sim A fiddly game of football, remaining the worst of the FIFA games.

O FIFA '99

EA - PSM40 - 9/10 - Football sim The pace and skill of the game has been married to one of the most instinctive control systems to date

FIFA: ROAD TO THE WORLD CUP '98

EA - PSM28 - 8/10 - Football sim Supreme playability and smart graphics make this a surefire hit.

FIFA SOCCER '96

EA - PSM2 - 7/10 - Football sim Impressive at the time, but now rather stodgy and average-looking.

FIFTH ELEMENT, THE

SCEE - PSM38 - 4/10 - 3D action If the film lacked substance at least it had style, this has neither

FIGHTING FORCE

Core - PSM27 - 7/10 - Beat 'em us Dated, yet nitially fun title Too ittle gameplay.

O FINAL FANTASY VII.

SCEE - PSM26 - 10/10 - RPG

A brand new standard of excellence for the PlayStation. If you like RPCs, vou'll love this.

O FINAL DOOM

GTI - PSM13 - 9/10 - 3D shoot 'em up so scary new levels and some visual improvements. About as essential as the first Doom.

FIRO & KLAWD

BMG - PSM14 - 5/10 -Isometric blaster

Poorly designed and frustrating with (failed) comic overtones

FLOATING RUNNER

THR - PSM14 - 5/10 - 30 platformer Surreal, nausea-inducing Morio 64 wannabee with a few good ideas

that are a little too thinly spread.

FUHIO SCEE - PSM36 - 7/10 -Interactive music

Relaxing post-club fare and otherworld experience. Nearing world peace and harmony.

C FORMINA 1

Psygnosis - PSM11 - 3/10 - Rucing sim A realistic and immensely playable racer, Essential.

O FORMULA 1 '97

Psygnosis - PSM24 - 9/10 - Racing sim Superior in almost every regard to the 1996 original. A racing game landmark.

FORMULA 1 '98

Psygnosis - PSM38 - 7/18 - Racing sim F1 '98 is no better than F1 '97. It's also no better than F1.

FORMULA KARTS: SPECIAL EDITION

Teistar - PSM27 - 7/10 - 30 racer Great racer. Works well as a sim and as an arrade experience

FORSAKEN

Acclaim - PSM33 - 8/10 - 30 shoot

Looks striking, pleasurable to play, but toughness and inadequate feel of your craft lets it down.

SCEE - PSM35 - 3/10 - Flight shooter Disappointing, repetitive, dated and boring. 'Nulf said?

FROGGER

Hasbro Interactive - PSM25 -

5/10 - Platformer Fancy new graphics don't make this silly old game any less mediocre.

FUTURE COP: LAPD EA - PSM38 - 8/10 - Shoot 'em up Surprisingly addictive. Two-player and single modes are excellent.



GALAXIAN3

Namec - PSM18 - 4/16 - FMV Shoot

G-DARIUS THQ - PSM37 - 7/10 - Shoot 'em up Some good solid gameplay, but

repetition and over-use of enemy firepower mar it somewhat.

BMG - PSM4 - 7/10 - Platformer Run-of-the-mill lizard-based jumper Plenty of locations and tasks to keep you busy though

GEX 3D: ENTER THE GECKO BMG - PSM32 - 8/10 - 30 platformer

Polished, handsome and entertaining Lacking only in innovation.

CHOST IN THE SHELL

SCEE - PSM33 - 7/10 - 30 shoot 'em un Manga-inspired with robo-spiders and oodles of explosions. Of course.

GOAL STORM Konami - PSM2 - 8/10 - Arcade football sim

Not as speedy as other arcade footie titles, but more intuitive and stylish

O G-POLICE Psygnosis - PSM25 - 9/10 - Flight

sim/shooter Intricate storyline, and some of the best dogfighting and flying gameplay.

GRAN TURISMO

SCEE - PSM32 - 10/10 - Racing sim Takes every other PlayStation racer and sends them squealing to the pits.

GRAND THEFT AUTO

BMG - PSM28 - 8/10 - Criminal sim Controversial with unimpressive grahics; nevertheless, playable, addictive and original.

GRID RUN Virgin - PSM21 - 4/10 - Maze/ chase game

Painfully average hide and seek/ 'capture the flag' crossover. Ho hum.

GUNSHIP 2000 Microprose - PSM8 - 8/10 - Shoot

'em up Immersive helicopter flight sim with engrossing, varied missions.



MARD ROUFD

EA - PSM24 - 4/10 - 30 shoot 'em un falls short as both a flying experience and a shoot 'em up Instantly forgettable.

HARDCORE 4X4

Gramlin - PSM14 - 7/10 - Racing game An original off-roader which suffers due to tight, restrictive courses

HEART OF DARKNESS

Infogrames - PSM34 - 7/10 -2D adventure Beautiful and cinematic, but with flawed gameplay.

HEBEREKE'S POPOITTO Marubani Sanki Corp - PSM6 - 6/18 Puzzie game

Japanese puzzter which fails to grab the attention like Bust-A-Move 2

HERC'S ADVENTURES

Virgin Interactive - PSM26 - 7/10 -RPG/platform puzzler

Entertaining intro to the RPG, though really a platform game with puzzles.

HERCULES

SCFF - PSM41 - R/10 - Platform adventure

A fun but short-lived experience that will appeal to younger players.

GTi - PSM19 - 6/10 - 3D shoot

Sword and sorcery-inspired Doom shenanigans. Challenging but dated.

HI-OCTANE

EA - PSM3 - 6/10 - Racing game Another futuristic racer which tries to match Wipeout but doesn't.

HYPER TENNIS: FINAL MATCH Microprose - PSM22 - 2/10 - Sports

A poor man's Pong that plays as badly as it looks.



IMPACT RACING JVC - PSMS - 5/10 - Driving/

shooting sim Limited arcade racer which excites

IN THE HUNT

THO - PSM7 - 5/10 - Shoot 'em up Ye olde 2D shooter. Flawed and witnered but challenging for a while.

initially, but soon becomes tiresome.

INCREDIBLE HULK

Eidos Interactive -- PSM16 -- 4/10 --Action adventure

Anger-inducing adventure/beat 'em un crossover

INDEPENDENCE DAY Fox Interactive - PSM21 - 4/10 -

Shoot 'em up As tacky and inept as the film, but not half as much fun. Pointless.

INTERNATIONAL TRACK & FIELD

Konami - PSMB - 8/10 - Sports sim Aching fingers aside, a bewilderingly addictive multiplayer sport frenzy.

INVASION

Microids - PSM41 - 3/10 - Airborne

This is one invasion that should definitely be repelled. Ignore if possible

IRON & BLOOD

Acclaim - PSM15 - 5/10 - Beat A clumsy, unresponsive attempt at a

genre with many brighter moments IRON MAN

Acciaim - PSM16 - 2/10 - Shoot 'em un

Tatty, repetitive, poorly programed monstrosity. Nothing but snovelware

ISS DELUXE

Konami - PSM15 - 8/10 -

Dated graphics try to ruin a very playable game and thankfully fail

O ISS PRO

Konami - PSM19 - 9/10 - Football sim Inconsistent yet immensely playable footie title. One of the finest

ISS PRO '98

Konami - PSM36 - 9/10 -Football sim Unrivalled in its field. The best football sim available

IZNOGOUD

LDA Distribution - PSM31 - 2/10 -Platform/tat

This is possibly one of the worst games we have ever played. It isnogood. Heh.



JEREMY MCGRATH SUPER CROSS

Acclaim - PSM35 - 6/10 -Motorbike racing

Let down by sub-arcade controls. Could have been a hit.

JERSEY DEVIL

Ocean - PSM27 - 8/10 - Platformer Nothing new, but huge, colourful and moreish

JET RIDER

SCFF - PSM17 - 7/10 - Racing game A complex, quirky racer which lacks the sensationalism of F1 or Wipeout.

JET RIDER 2

SCEE - PSM30 - 8/10 - Racing game Great bikes and physics, but the courses don't match its ambition.

JOHNNY BAZOOKATONE

US Gold - PSM4 - 6/18 - Platformer Patience-baiting platform title with enough charm to keep you playing

JONAH LOMU RUGBY

Codemasters - PSM19 - 7/10 -Rughy sim Not as big as the man himself, but

challenging if you can persevere.

JUDGE DREDD

Gremlin - PSM27 - 4/10 - Shoot 'em up Like many things in life it is fun, but is ultimately disappointing.

HIMDING FLASH SCEE - PSM1 - 8/10 - Platformer

Original stab at the platform genre which impresses unless you've played it to death.

JUMPING FLASH 2

SCEE - PSM12 - 8/10 - Platformer Better 3D visuals than the first, but still too easy.

JUDITER STRIKE

SCEE - PSM5 - 5/10 - 3D shoot 'em up

A straightforward space blaster with few surprises and little variety.



K1 THE ARENA FIGHTERS - PSM28 - 4/10 - Kickboxing sim

Frustratingly awkward controls make this a weak beat 'em up contender for the scrapping game title.

KENSEL SACRED FIST Konami - PSM41 - 9/10 - Fighting

Tekken 3 is still safe at the top of the scrapping heap, but this fighting game comes closest with great detail and depth.

KICK OFF 97 Maxis - PSM24 - 6/10 -

Football sim Lacks the instinctive special touches that make a great footie sim - hence the nothing special score.

KICK OFF WORLD

Funsoft - PSM33 - 3/10 - Footie game Good idea to combine arcade footie action with management but this

KILEAK THE BLOOD

SCEE - PSM1 - 4/10 - 30 maze blaster Derivative gameplay mars this visually presentable maze effort,

KING'S FIELD

SCEE - PSM19 - 8/10 - RPG Horrible to look at, but an absorbing RPG. Plenty to keep you playing.

KLONDA: DOOR TO PHANTOMILE

Namco - PSM32 - 7/10 - Platformer Entertaining story, cutesy cutaways, but old-timers will whiz through it as it's just too easy.

KONAMI OPEN GOLF

Konami - PSM22 - 5/10 - Golf sim The lack of polish, innovation or fun made a judgement of deeply average for this average title pretty inevitable.

KNOCKOUT KINGS

EA - PSM41 - 8/10 - Boxing sim The top boxing sim at the moment, knocking out Victory Boxing 2 in the

last round. KRAZY IVAN

Psygnosis - PSM3 - 7/10 -- 3D shoot 'em up As slick as an, erm, oil slick but it

sticks around for far less time KULA WORLD SCEE - PSM34 - B/10 - Puzzier

Excellently crafted and original. The gameplay can sometimes be frustrating - but then that's probably the whole point.

KURUSHI

SCEE - PSM24 - 8/10 - Puzzle game What could be an enthralling mental workout is ultimately let down by nothing more than a below average two-player option.



Funsoft – *PSM40* – 6/10 – Chop 'em up Seasoned gamers may find it limiting but its purity has a certain beauty.

LEMMINGS 3D

SCEE - PSM1 - 8/10 - Arcade puzzler

TOP FIVE ADVENTURES/RPGs



BROKEN SWORD

PSM11 - 9/10 - Braphic when We say: In terms of presentation, this game has a big-budget movie feel about it."



FINAL FANTASY VII

PSM26 - 18/10 - RPG say: "In the years to come they'll



RESIDENT EVIL 2

PSM31 - 9/10 - 10 adventure "It's a terrifying tribute to horror movies that sucks you in



TOMB RAIDER 3 PSM40 - 10/10 - 39 adventure We say: "A wee bit too difficult for the



WILD ARMS PSM37 - 9/10 - HPG

"Wild ARMS is simply a superb rote-playing game

Magazine

Official UK PlayStation

PSM GAMES DIRECTORY



The classic puzzle game given a 3D facelift for the 32-bit generation.

LEMMINGS COMPILATION

Paygnosis - PSM39 - 7/10 - Puzzlar A classic that retains its charm, If you get hooked you'll keep playing.

LIREROGRANDE

SCEE - PSM40 - 7/10 - First-person

Selfless sacrifice. The choice for the purer purist...

LIFE FORCE TENKA Paygnosis - PSM18 - 6/10 - 30 shoot

em up

Monotonous gameplay, incoherent design. A bit dult, in other words.

LITTLE RIG ADVENTURE EA - PSM19 - 6/16 - Arcade adventure

Visually charming but deeply flawed. A bit of a shame really.

LOADED

Grentin - PSM2 - 7/10 - Shoot 'em ua Marvellous lighting effects and frantic

action, but soon gets repetitive.

LONE SOLDIER Telstar - PSM3 - 6/10 - Shoot 'em up An annoying control system lets down this mildly addictive blaster

IDST VIKINGS 2

Gremlin - PSM19 - 7/10 - Platforme Old-fashioned multi-character puzzler. Still playable, even now,

LOST WORLD

EA - PSM24 - 3/10 - Platformer Looks lovely, but the odd controls and often poor level design annoy.

LUCKY LUKE

Infogrames - PSM33 -6/10 - Platformer

Fun children's title, plenty to look at and levers are interesting, not much for older folk.



Eidos - PSM22 - 7/10 - Shoot 'em up Inviting Gauntlet clone which doesn't break much new ground, but it's a lot of fun anyway.

MADDEN '97

EA - PSM11 - 8/10 - American football sim

A fine title in the Madden series and a great sim in its own right.

MADDEN '98

EA - PSM28 - 8/10 - American football sim

Even better than the last. A worthy American football sim - despite the disappointing graphics.

MADDEN NFL '99 EA - PSM38 - 8/10 - American football sim

The American football game that will appeal to anyone. The best vet.

MAGIC CARPET

EA - PSM5 - 8/10 - Adventure

Bullfrog's typical originality and flare triumph again. An absorbing treat.

MARVEL SUPER HEROES

EA - PSIM28 - 8/10 - 20 beat 'em up 2D beat 'em ups live! At last, a decent comics title for the PlayStation.

MAXIMUM FORCE

GTi - *PSM29* - 4/10 - Shoot 'em up Shoddy, derivative, tired, poor value, not to mention frustrating.

Interplay – *PSM27* – B/10 – Third-person blaster

Intelligent and fun blaster, with the occasional graphical frailty.

O MECHWARRIOR 2

Activision - *PSM18* - 9/10 - 30 combat strategy

Gripping PC conversion which ups the action ante with great effect.

SCEE - PSM38 - 7/10 - 3D adventure A lot of imagination. Plenty to enjoy. but you'll get frustrated too.

MEGAMAN BATTLE & CHASE Ocean - PSM25 - 3/10 - Cartoon racer

Basically just a rip-off of Mario's Kart. Good fun for a short while

MEGAMAN R

Ocean - PSM25 - 3/10 - Platformer Amiable enough, but not innovative A mere nostalgic trip.

MEN IN BLACK Gremlin - PSM35 - 4/10 -

3D adventure

Dull, drab, slow and frustrating Avoid avoid avoid

MICHAEL OWEN'S WLS '99

EIDOS - PSM41 - B/10 - Football sim Not a football sim championship contender. But a worthy mid table outfit that merits perseverance

MICKEY'S WILD ADVENTURE

SCEE - PSM41 - 7/10 - Platformer Not particularly wild or indeed adventurous, but fun nevertheless.

MICRO MACHINES V3 Codemasters - PSM18 - 9/10 -

Cute, addictive racing action with almost never-ending appeal. Highly recommended

MK MYTHOLOGIES: SUB-ZERO Midway - PSM29 - 1/10 - beat 'em up

Scrolling beat 'em up and a strong contender for the worst game ever.

MK TRILOGY

GTi - PSM13 - 7/10 - Beat 'em up Fun fisticuffs, bullied out of the playground by the likes of Tekken.

MONKEY HERO Take Two Interactive - PSM41 - 1/10 Arcade adventure/RPG

A little too simple for the average gamer but will appeal to youngsters.

MONSTER TRUCKS Pavanosis - PSM17 - B/10 -Racing game

The lack of true driving feel makes this more mouse than monster.

O MORTAL KOMBAT 3

GTi - PSM2 - 9/10 - Beat 'em up An admittedly fun conversion now suffers in comparison to Tekken.

MORTAL KOMBAT 4

GTI - PSM36 - 5/10 - Beat 'em un

The same old stuff trotted out with a fresh coat of pixels. Tedious

MOTO RACER

EA - PSM26 - 8/10 - Motorbike racer Gets the adrenaline pumping, and keeps it flowing.

MOTO RACER 2 EA - PSM39 - 7/10 - Motorbike racer

Let down by many niggles and annovances. Good, but not great

MOTOR MASH

Ocean - PSM27 - 8/10 - Driving game Pace, sense of humour and overall quality but from an old irlea

MOTOR TOON GP2

SCEE - PSM12 - 8/10 - Racing game Gorgeous visuals and a wealth of courses. Shaky handling

MOTORHEAD

Gremlin - PSM32 - 8/10 - Arcade racing game

A true adrenaline rush of a game, with a bundle of interesting ideas

MR DOMINO

JVC - PSM34 - 8/10 - Puzzler Unusual hero, unusual gameplay. A highly rewarding title

O MUSIC: MUSIC CREATION FOR THE PLAYSTATION

Codemasters - PSM40 - 9/10 -

Music creation Hundreds of hip loops and demos to fiddle with An excellent game

Acclaim - PSM4 - 7/10 - Adventure A game for thinkers, Luscious visuals and an engrossing storyline



Gremlin - PSM35 - 7/10 - Shoot 'em up Unadventurous and uninspiring, but essentially quite entertaining.

NAGANO WINTER DLYMPICS

Konami - PSM31 - 6/10 - Sports sim Rushed to get it out in time for the actual event? Dull, uninspiring.

NAMCO MUSEUM VOLUME 1 Namco - PSM5 - 7/10 - Retro games collection

Arcade perfect collection of seminal coin-op hits. Crude but fascinating

NAMCO MUSEUM VOLUME 2 Namco - *PSM14* - 6/10 - Retro games collection

The likes of Gaplus and Xevious get the conversion treatment. A bit stale

NAMCO MUSEUM VOLUME 3 Namco - PSM15 - 6/10 - Retro games collection

Only Galaxian and Phozon stand out in this coin-op history trawl.

NAMCO MUSEUM VOLUME 4 Namco - PSM23 - 4/10 - Retro games collection

The penultimate title in the series sees only Ordyne still truly shining.

NAMCO MUSEUM VOLUME 5 Namco - PSM26 - 4/10 - Retro

games collection

Weaker than previous office as a plenty of detail for the observer.

NANDTEK WARRIOR

Virgin - PSM19 - 5/10 - Shoot 'em up A little variation and a few mo levels wouldn't have gone amis

NASCAR RACING

Sierra - PSM14 - 4/10 - Racing game Crusty serious driving sim which seriously fails to convince

NASCAR '98

EA - PSM27 - 6/19 - Racer

An improvement over NASCAR, but .till weighed down by poor handling and a ggly faults

NASCAR '99

EA - PSM39 - 5/10 - Racer fedious course design just plain dull

NBA HANGTIME

GTi - PSM29 - 5/10 - Baskethail game Competent enough, but so are all the rest. We demand hette

NBA IN THE ZONE

Konami - PSM4 - 8/18 - Basketball sım Moderately playable dribble 'em up Okay, but Total NBA flattens

NBA: IN THE ZONE 2

Konami - PSM16 - 8/18 Baskethail sım

A clear improvement in graphics gameplay and realism

NBA JAM EXTREME

Acclaim - PSM14 - 1/10 Basketball sim

Similar to the Till mament Edit . 1 . all but the smart new 3D visuals

TOURNAMENT EDITION

Acclaim - PSM1 - 8/10 -Basketball sım

Dodgy tooking but admitted vitis and playable coin-op hoop he to

NBA LIVE '96

EA - PSM6 - 7/10 - Basketball sim

A moderately competent im mixing realism with arcade acrobatics

NBA LIVE '97

EA - PSM15 - 7/10 - Basketball sim A convincing sim that strays rito management territory

NBA LIVE '98

EA - PSM28 - 8/10 - Basketball sim Another year, another swanky EA update. Try turning it off: you can't

NBA LIVE '99

EA - PSM41 - 8/10 - Basketball sim You can't beat this latest basketball sim from the EA Sports stable

NBA PRO '98

Konami - PSM31 - 7/10 - Sports sim Finely balanced sim that'll provide

NEED FOR SPEED EA - PSM5 - 8/10 - Racing game Rough-around the-edges racer with

an undeniably high fun factor NEED FOR SPEED 2

EA - PSM20 - 5/10 - Racing game Includes all the faults of the first title, but removes the fun element

NEED FOR SPEED 3: HOT PURSUIT

EA - PSM33 - 7/10 - Racing game

Great if you love car chases, with the added bonus of an excellent twoplayer mode

NEWMAN HAAS RACING Psyanosis - PSM31 - 8/10 -

A great Indy Car adaptation of Psygnosis' F1 engine.

Racing sim

NFL BLITZ GB - PSM40 - 8/10 - Arcade American football

One of the most addictive, playable and just plain fun sports games to appear in a long time.

NFL GAMEDAY

SCEE - PSM6 - 7/10 - US Football sim

The first American football game on the PlayStation. Good fun, too.

NFL QUARTERBACK CLUB '97 Acclaim - PSM16 - 8/10 - US

football sim

A smart interpretation of American football that tries nothing new.

NFL XTREME SCEE - PSM39 - B/10 - US

football sim
Fun for one and two players, but not quite extreme enough for us.

NHL '97

EA – PSM13 – 8/10 – Ice hockey sim A playable and visually superb hockey sim from EA.

© NHL '98

EA – PSM26 – B/10 – Ice hockey sim Simply fantastic graphics, gameplay and sound

NHL '99

EA - PSM39 - 8/10 - Ice hockey sim Still the king of the sticks, but more clever and violent.

NHI FACE OFF

SCEE – PSM6 – 7/10 – Ice hockey sim A worthy addition to the diminutive ice hockey genre. Exciting and fun.

NHL FACE OFF '97 SCEE - PSM18 - 6/10 - Ice hockey sim Not much better than the first title.

Not much better than the first title, which makes it look a touch dated.

NHL OPEN ICE ST. - PSM29 - 3/10 - Ice hockey sim

GT: - PSM29 - 3/10 - Ice hockey sim
A veritably lamentable title. Avoid at
all and any cost.

WHL POWERPLAY HOCKEY '96 Wirgin – PSM20 – 7/10 lce hockey sim

A sprinkling of faults spoil this otherwise sturdy and playable effort.

NIGHTMARE CREATURES SCEE PSM25 - 0/10 -Action adventure

Poor controls, nethicient camera views and a sloppy combat system spoil trils game.

NINJA: SHADOW OF DARKNESS

Eidos - *PSM37* - 6/10 - 20 fighting adventure

Competent but stodgy, and feels rather rushed. Experienced gamers will soon tire of it

NOVASTORM Psygnosis - PSM2 - 3/10 - Shoot 'em pp A brain-dead attempt to re-capture the 2D shoot 'em up.

NOTE, THE

Sunsoft - PSM28 - 2/10 - 3D An incredibly poor game. It isn't scary and it isn't fun.

NUCLEAR STRIKE

Virgin - PSM24 - 7/10 -Strategy shooter

An intriguing and varied 'copter sim, blemished by a few key faults.



DDOWORLD: ABE'S EXODDUS

GTi – PSM39 – 8/10 – Platformer An enchanting game, but a bit too close to its predecessor.

ODDWORLD:

GTi – PSM24 – 9/10 – Platformer Lovely to look at and chock-a-block with great ideas, An absolute joy.

O.B.T.

Psygnosis — *PSM40* — 8/10 — 30 adventure

A decent game with a fresh plot, but not very user-friendly – initially.

OFF WORLD INTERCEPTOR EXTREME

BMG - PSM4 - 5/10 - Driving game Tries to combine the shoot 'em up and the racer and fluffs both.

OLYMPIC GAMES

US Gold - PSM9 - 5/10 - Sports sim Stumb es over the finishing line way behind International Track & Field

DLYMPIC SOCCER

US Gold – PSM8 – 7/10 – Football sim A realistic but accessible attempt at the footie genre. Plenty of depth.

ONE

ASC Games - *PSM30* - 6/10 - 30 shoot 'em up

Frantic, thrilling, gorgeous, thought provoking, but too damn small...

ONSIDE SOCCER

Telstar – *PSM13* – 4/10 – Football/ management sim

Attempts to offer management and a kickabout but fails on both counts.

OVERBLOOD

EA - PSM21 - 6/10 - 3D adventure An atmospheric opening gives way to an uninspiring adventure game directly after

DVERBOARD!

Psygnosis - PSM26 - 8/10 - Shoot 'em up/puzzler

Bonkers sail 'em up with a duff save system. Nice cod piece anyway



O PANDEMONIUM

BMB - PSM14 - W10 - Platfermer Gorgeous looking cutey of a platform romp. Derivative, but huge fun. A classic game.

DANDEMONIUM 2

BMG – *PSM27* – 8/10 – Platformer Not the beast that its predecessor was, but still a gas. Buy the original before you buy this.

PANZER GENERAL

Mindscape - *PSM4* - 8/10 -Strategy wargame

The hoary hexagonal graphics may deter many from this playable title.

PARAPPA THE RAPPER

SCEE - PSM23 - B/10 - Rap 'em up Undoubtedly one of the most original computer games ever.

PAX CORPUS

Cryo - PSM33 - 2/10 - 3D adventure Tomb Raider in space. Only crap.

PEAK PERFORMANCE

EA - PSM30 - 6/10 - Racing sim

Ambitious but let down by the

average game engine and graphics.

PENNY RACERS

SCEE – PSM14 – 5/10 – Racing game Cutesy racer which lacks that elusive driving feel. Abundantly average.

PERFECT WEAPON

EA - PSM16 - 4/10 - 30 adventure
The weapon may be perfect, but the outmoded and slow game isn't.

PET IN TV SCEE - PSM38 - 5/10 -

Tamagotchi game
Too tedious for kids, and too
unrewarding for adults.

PGA TOUR '96

EA - PSM2 - 8/10 - Golf sim
A well-produced and thoroughly addictive golfing experience.

PGA TOUR '97

EA – PSM12 – 7/10 – Golf sim Offers more of the same, but is still a top-of-the-range golf game

PGA TOUR GOLF '98

EA - PSM28 - 7/10 - Golf sim

Worth a look if you don't have any of the series; but not worth upgrading.

PHAT AIR EXTREME SNOWBOARDING

Funsoft - PSM36 - 5/10 -Snowboarding simulation

Jerky and disjointed controls provide little game satisfaction.

PHILOSOMA

SCEE - P5M4 - 5/10 - Shoot 'em up A jack of all shoot 'em up trades which proves a master of none

PITBALL

Time Warner - PSM13 - 1/10 Futuristic sports sim
Difficult to get into but becomes fun

with perseverence PITFALL 30: BEYOND THE JUNGLE

Activision – PSM32 – 7/10 –
30 platformer
A good, solid platformer that makes admirable use of the third dimension

Not for the easily frustrated PLAYER MANAGER

Anco PSM14 2/10 Sports sime. The first footic management game but it deserves to be relegated.

PO'ED

Interplay - PSM7 - 5/10 - Shoot

'em up
Glitchy 3D conversion with a few
good ideas but nowhere to put them

POCKET FIGHTER

Virgin - *PSM38* - 8/10 ~ 20 heat

Proof that 20 beat 'em ups are actually a worthy alternative to polygonal pugilism

POINT BLANK Names - PSM32 7/10 -

Shooting game
Not as technically impressive as

Time Crisis, but provides the same compulsive gameplay

Gremlin - PSM40 - 8/10 - Pool sim Successfully manufactures angle, pace, position and tactics. Pot on.

PORSCHE CHALLENGE

DODE SHARK

SCEE – PSM19 – 8/10 – Racing game Combines the exhilaration of an arcade jaunt with the realism of a sim

POWERBOAT RACING

Interplay - PSM34 - 5/10 - Racing sim Tricky to play with jerky graph.cs.

POWER MOVE PRO WRESTLING

Activision – PSM14 – 4/18 – Wrestling sim Lacks thrills and depth.

POWER SERVE TENNIS

Ocean – PSM2 – 3/10 – Tennis sim It couldn't be worse if Cliff Richard sang in between games

POY POY

Konami – *PSM31* – 7/10 – Multiplayer arcade game
Solo mode lacks spirit, but play

with friends and it won't disappor

Gremlin - PSM33 - 7/10 - Footie management sim The PlayStation is still waiting for a

great football management s

PRIMAL RAGE Time Warner Interactive - PSM5 -

5/10 - Beat 'em up

Noveity dinosaur beat 'em up it e
animation conceals extinct games a,
Expect a seguel soon

PRO PINBALL: TIMESHOCK

Empire - PSM30 - 7/10 -Pinball simulation

Best PS pinball sim to date, if too familiar and too expensive

PRO PINBALL — THE WEB Empire — PSM9 — 7/10 — Pinball sim Only offers one table, but sure plays

a mean pinbatt anyway.

PROJECT OVERKILL

Konami – *PSM12 – 1/*10 – Sheot 'em up

Sci-fi blast 'em all over the shop title with guns and gore aplenty.

PROJECT X2

Cean - PSM15 - 7/10 - Shoet 'em up Self-consciously old skool 2D blaster

Still good for pent up aggression PSYBADEK

Psygnosis – PSM40 – 4/10 You game Neither big nor lever It tries to be the next hip hit and falls well short of the mark

TOP FIVE



MORTAL KOMBAT 3

PRACE - 8/10 - Boot 'on my.
We say: "This is a fully developed, spot or conversion of a massive arcade frame."



SONI BLADE

POSTER - S/18 - Book son, w We say: "You can't fail to have him



STREET FIGHTER EX PLUS ALPHA

PSM25 - 910 - But 'un up

PSM25 - 910 - But 'un up

We say: "It's the most fair of w



TEKKEN 2

We say: "No other game has charge a



THE 3

AGRECO - 10700 - Lent Torres We say: "This is a game for plant

PSM GAMES DIRECTORY



PSYCHIC DETECTIVE

EA - PSMG - 5/10 - FMV adventure Interactive movie with the emphasis firmly on movie. Fun for a while.

PSYCHIC FORCE

Acclaim - PSM28 - 7/10 - Beat 'em up Standard stuff - anart from a truly hizarre floaty combat system that is,



O RAGE RACER

Namco - PSM21 - 9/10 - Racing game Fabulous (possibly the finest) arcade racer with perfectly tuned gameplay and click visuals

RAGING SKIES Warner - PSM10 - 6/10 - Combat flight sim

Graphically impressive at the time, but lacking in innovative touches.

Ocean - PSM2 - 7/10 - Shoot 'em up Seminal arcade blast brought home with accuracy. Dated, yes, but fun.

RALLY CROSS

SCEE - PSM21 - 7/10 - Racing game Immensely frustrating at first, but does offer a considerable challenge.

RAMPAGE WORLD TOUR

GTi - PSM29 - 5/10 - Arcade conv A fairly decent game, but every level is the same as the rest.

SCEE - PSM25 - 6/10 30 racing game Well-designed but more of a novelty than a thrilling racing experience.

RAPID RELOAD

SCEE - PSM1 - 5/10 - Platform shooter Short-lived arcade 'walk and shoot' title. A fun but quick blast.

RASCAL

Psygnosis - PSM31 - 5/10 -3D platformer

Untaxing, insipid, uninspiring and impossible to control.

RAY STORM

Virgin - PSM23 - 6/10 - Shoot 'em up Fast, furious vertical scroller. Leaves the player breathless, but feeling ulimately unfulfilled.

RAY TRACER

SCEE - PSM21 - 7/10 - Racing game A fine arcade-style experience, which doesn't last long enough at home.

UbiSoft - PSM1 - 7/10 - Platformer Nice to look at, challenging yet everso-slightly awkward platform affair.

REBEL ASSAULT 2 Virgin - PSM21 - 2/10 - Flight shoot

Disastrous 'blink and you've completed it' Star Wars shocker.

REBOOT: COUNTDOWN TO CHAOS

EA -- PSM32 - 7/10 - 30 shoot

Atmospheric scenario and interesting control system lend weight, but we've seen it all before

O RED ALERT

Virgin - PSM28 - 9/10 -Real-time wargame

A mammoth game, A classic, You must own this

DELOADED

Grendin - PSM15 - 7/10 - Shoot 'em un Mindless fun for a time, but the new nuzzles fail to puzzie for long.

O RESIDENT EVIL

Virgin - PSM8 - 9/10 - 3D adventure Chilling, blood-drenched action mixed with fiendish puzzles. A real horror legend.

O RESIDENT FUIL 2

Virgin - PSM31 - 9/10 -- 3D adventure A classic game that's every bit the equal of its illustrious prederessor Not long, but great

RESIDENT EVIL: DIRECTOR'S CUT

Virgin - PSM28 - 8/10 - 3D adventure A jazzed-jip re-release, buy it only if you don't have the origina. Soon to get a Dual Shock update

RESURRECTION: RISE 2

Acclaim - PSM6 - 4/10 - Beat 'em up A very sorry robot punch-up which offers nothing new or exciting.

RETURN FIRE

Time Warner - PSM18 - 7/10 -Arcade war game

Brilliant two-player, head-to-head blast, with a touch of tactica depth

REVOLUTION X

Acclaim - PSM6 - 2/10 - Shoot 'em up A waste of code Who'd want to save Aerosmith from terrorists anyway:

O RINGE RACER

Namco - PSM1 - 9/10 - Racing game The guintessential PlayStation race Smooth, playable, unforgettable

RIDGE RACER REVOLUTION

Namco - PSM6 - 8/10 - Racing game Improves the visuals a little, adds a couple of new features, and that's It

Psygnosis - *PSM15* - 7/10 -Sports sim

Futuristic basketball derivative More of a scuff e than a riot.

Hasbro - PSM28 - 6/10 - Boardgame A game saved by its Ultimate Risk option. Not worth the asking price.

RIVAL SCHOOLS

Virgin - PSM40 - 8/10 - Beat 'em up One step nearer to Tekken 3 Perfectly balanced gameplay. excellent two-player mode.

ROAD RAGE

Konami – PSM16 – 5/10 – Racing sim Yet another dodgy Wipeout clone which fails to generate either tension or excitement.

ROAD RASH 3D EA - PSM34 - 7/10 - 30 racing/

fighting game Above-average arcady racer. Definitely a matter of taste

ROAD RASH

EA - PSM3 - 6/10 - Bike racing game Formulaic racer that sounds like a medical complaint but is less fun to get hold of

ROCK AND ROLL BACING 2 Interplay - PSM36 - 4/10 -

Futuristic racer

Insipid, hollow, soleless fare Brain implodingly frustrating, Horrid

THQ - PSM13 - 4/10 - Arena combat An interesting 'build your own fighter' idea is ruined by duil gameplay.

ROBOTRON X

GTi - PSM13 - 6/10 - Shoot 'em up Provides 20 minutes of action packed fun before getting boring

ROGUE TRIP

GTi - PSM39 - 6/10 - Driving blaster Predictable gameplay and let down by the handling of the vehicles.

ROSCO MCBUEEN

SCFF - PSM27 - 7/10 - 3D shooter Won't make your jaw drop, but it oozes playability.

R-TYPES

Virgin - PSM37 - 8/10 - Retro blaster Flaming great. If you know who Jason King is you'll think this is fab

RUSHDOWN Infogames - PSM47 - 3/10 - Extreme

More down and out than down-hill. This racer is a bit of a non-starter



SAMPRAS EXTREME TENNIS

Codemasters - PSM9 - 7/10 - Tennis sum Good but not brillian; teams sim lacking the oomph of a true classic

SAN FRANCISCO RUSH

GTi - PSM37 - 4/10 - Arcade driving Forget this and buy a decent race

S.C.A.R.S.

UhiSoft - PSM36 - 8/10 - Racing A great racing game that will give Circuit Breakers a run for its money

SENTINEL RETURNS

There are plenty around

Psygnosis - PSM36 - 5/10 - No idea! A sadly flawed version of one of the gaming industry's few truly original titles from olden times

SENTIENT

Psygnosis - PSM18 - 7/10 -3D adventure

A fascinating, in-depth experience marred by the frustrating controls.

SHADOW MASTER Core - PSM29 5/10 - First-person

shoot 'em up f Doom's not pretty enough for you, maybe you'd prefer this balls-out blastfest. Then again...

SHADOW GUNNER UbiSoft - PSM41 - 6/10 - Mech

A straightforward action shoot 'em up with robots. But lacks anything sensational.

SHELLSHOCK

Core - PSM5 - 7/10 - Shoot 'em up It's tanks, big guns and mindless destruction aboy in this Core blaster.

SHOCK WAVE ASSAULT

EA - PSM3 - 5/10 - 30 shooter Easy to get the hang of plasty at

proves too simple to truly ";" .

Maxis - PSM11 - 7/18 - Strategy Poor looks and addictive gir . clash in this 'build a town' ...

SKULL MONKEYS

SIM CITY 2000

EA - PSM38 - 7/10 - 28 platformer Polished and playable, b ultimately repetitive

SLAM 'N' JAM '96

RMC - PSM9 - 5/18 - Raskethall som Offers an alright ish one player: but is overshadowed by finer titles

SLAMSCAPE

MTV Interactive - PSM18 - 6/10 -

Flat, barren unirspinia o isteriar in thinks it's or gina. But the

CAMBLE SOLDIERS

EA - PSM40 - 5/10 - Movie tie-in Nothing to do with the film and a very Imp game in its own right

SMASH COURT TENNIS

Namco - PSM14 - 6/10 - Tennis sim Colourful and quant, but too ...

and fiddly for today's game

SNOW RACER Ocean - PSM32 - 8/10 - Winter sports sim

Excellent combination of skiing and snowboarding

SOCCER '97

Eidos - PSM20 - 6/10 - Football sim Rollicking end to end action siight v compromised by open visuals

SOUL BLADE

Namco - PSM19 - 8/10 - 39 heat

Great weapon-based fighter which slaps the ruddy face of Toshinden

SOVIET STRIKE

SPACE HILLK

strategic thought

EA PSM13 7/10 Combat flight sim

t's short and unoriginal but offers an addictive blast while it lasts

EA - PSM9 - 8/10 - 30 action/adventure Atmospheric sci-fi jaunt requiring

SPAWN: THE ETERNAL SCEE - PSM33 - 4/10 - Adventure/heat

'em up A disappointment. It lacks engaging and absorbing gameplay and visuals.

SPEEDSTER

Psygnosis — *PSM19* — 5/10 — Racing game

necessary speed and drive SPICE WORLD SCEE - PSM35 - 4/10 - Magazine/

game hybrid Rushed-out, non-game Only for

Refreshingly different, but lacks the

dedicated fans. SDINER

BMG - PSM20 - 7/10 - Platformer A nover lead character and brilliant controls mask a samey platformer

SPOT GOES TO HOLLYWOOD Virgin - PSM17 - 5/10 - Platformer Ugly isometric effort which forgets all the lovable platform traditions.

SPYRO THE DRAGON

SCEE - PSM39 - 8/10 - Platformer Charming and polished only spoiled by a lack of challenge early on,

STAR GLADIATOR Virgin - PSM14 - 8/10 - 3D heat

Typically accessible yet tactically

diverse Capcom fighter.

STAR WARS: MASTERS OF TERAS KASI

Virgin - PSM32 - 6/10 - Beat 'em up A beat 'em up sheep in Star Wars clothing. Enjoyable but not perfect.

STARBLADE ALPHA

SCEE/Namco - PSM2 - 5/10 -

A pleasant-looking, but samey space blaster, lacking long-term appeal.

STARFIGHTER 3000

Teistar - PSMS - 5/10 - Space combat The tough flight model and mediocre graphics hinder an adequate game.

STARWINDER

Mindscape - PSM12 - 4/10 - Space racing game

A smooth engine but the control is fiddly. Stick with the Wipeout games

STEEL HARBINGER Mindscape - PSM13 - 6/10 - Shoot 'em up

Mildly entertaining shoot 'em up masquerading as a strategy game.

STEEL REIGN SCEE - PSM29 - 5/10 - Tank shoot 'em up

Outstandingly average

STREAK

GT - PSM48 - 6/10 - Future boarding Potential spoilt by awkward controls and lack of finish. Disappointing.

STREET FIGHTER ALPHA

Virgin - PSM5 - 8/10 - 20 beat 'em up Proof that there's room for 2D tussling on the PlayStation.

STREET FIGHTER ALPHA 2 Virgin - *PSM13* - 8/10 - 20 beat

'em up More proof that there's room for 2D tussling on the PlayStation.

STREET FIGHTER COLLECTION

Virgin - PSM30 - 8/10 - Beat 'em up Despite being a bit of a missed opportunity, SFC is a little slice of gaming history.

STREET FIGHTER EX PLUS ALPHA

Virgin - PSM25 - 9/10 - 39 heat

If you enjoyed the SF2 titles, this game will seem like a second

STREET FIGHTER: THE MOVIE Virgin - PSM1 - G/10 - Beat 'em up

Easily the worst title in the otherwise prestigious SF series

STREET RACER

UbiSoft - PSM13 - 7/10 - Racing game Polished cartoon graphics and honest gameplay mark this racer out

STRIKEPOINT: THE HEX MISSIONS

Flite - PSM18 - 6/10 - Shoot 'em up East and exciting, but lacks the satisfying complexity of its rivals.

STRIKER '98

Time Warner - PSM2 - 6/10 -Football sim

Like its commentator, Andy Gray, this game is fun but deeply flawed.

SHIKODEN

Konami - PSM15 - 7/10 - RPG Histrionic Japanese RPG malarky Recommended for the converted

SUPER FOOTBALL CHAMP Mindscape - *PSM28* - 3/10 -Football sim

Makes The Beautiful Game seem like an ugly accident.

SUPER MATCH SOCCER Acclaim - PSM36 - 2/10 - Football

For all-round crapness, no other footle game can touch i

SUPER PANG COLLECTION Ocean ~ PSM24 ~ 6/10 ~

Retro collection Three addictive old arcade puzzlers. Mildly taxing for a short while

O SUPER PUZZLE FIGHTER 2

Virgin - PSM28 - 9/10 - Puzzle game Fans of puzzles will find this mad Puyo Puyo clone close to perfect.

SUPERSONIC RACERS

Mindscape - PSM11 - 8/10 -Racing game

Ultra-competitive eight-player cartoon racer. Cute and playful.

SWAGMAN

Care - PSM20 - 6/10 -Arcade adventure

Tries hard to please, but controls are far too frustrating, A damn shame.

O SYNDICATE WARS

FA - PSM21 - 9/10 - Strategy action A superbly atmospheric, dark and challenging title. Not to be missed.



C) TEKKEN

Namco - PSM2 - 9/10 - 30 beat 'em up A masterp'ece: instrumental in the early success of the PlayStation.

C) TEKKEN 2 Namco - PSM11 - 10/10 - 30 beat

'em ua

Simply the perfect beat 'em up. Full of great fighters, moves and visuals.

© TEKKEN 3

Namco - PSM36 - 10/10 - It's Tekkeni The best fighting game in the world. Totally without equal.

C) TEMPEST N

Interplay - PSM15 - 9/10 - Shoot 'em up

Tough, smooth, nippy and above all legendary blaster. Intensely exciting.

TENCHU

Activision - PSM38 - 7/10 - Slash 'om up

Enjoyable but limited. Rough and unfinished but serviceable

TENNIS ARENA

UbiSaft - PSM28 - 7/10 - Tennis sim Beautifully animated and imaginative. A worthy addition to the PS tennis-playing family.

TEST DRIVE 4

EA - PSM28 - 7/10 -- Racing game Gorgeous-looking, last and fun, but

TEST DRIVE 4X4 EA - PSM49 - 7/10 - Arcade

off-road racing It can be fun, but ultimately lacks the depth of more serious competition.

TETRIS PLUS

JVC - PSM26 - 6/10 - Puzzla game Sound enough, but few surprises.

TEST DRIVE: OFF ROAD

EA - PSM23 - 6/10 - Racing gar The one-player game is okay, but the two-player option is poorly designed

TEST DRIVE 5

EA - PSM40 - 6/10 - Arcade racing An exceedingly average racer. Other titles are more worthy of your cash.

THEME HOSPITAL

EA - PSM31 - 8/10 - Hospital sim Quirky, amusing, very clever, sometimes frustrating.

THEME PARK

EA - PSM1 - 8/10 - Business sim Beautifully presented business game calling for patience and cunning.

THREE LIONS

BMG - PSM33 - 8/10 - Football sim Excellent football game, written by fans for fans

O THUNDERHAWK 2

Core - PSM3 - 8/10 - Combat flight sim

Frantic gameplay, mass destruction, interesting missions. Not at all bad.

TIGER SHARK

GTi - PSM22 - 4/10 - Shoot 'em up Dire and forgettable blaster with pretensions above its station.

EA - PSM16 - 2/10 - Pinball A disastrous attempt, tacking any real atmosphere or gameplay.

TIME COMMANDO

EA - PSM10 - 6/10 - Adventure Huge, graphically impressive yarn, compromised by fiddly controls.

TIME CRISIS

Namce - PSM27 - 8/10 - 3D arcade shoot 'em up

The grooviest, bloodiest lightgun shoot 'em up there is

TOBAL NO.1

SCEE - PSM16 - 8/10 - 30 beat 'em up Boasts a fluid frame-rate and sound grasp of 3D, but tacks authority.

O TOCA: TOURING CAR CHAMPIONSHIP

Codemasters - PSM27 - 9/10 -Racing simulation Excellent: realistic and fun; great

graphics, physics and sound. Plus amazing track and car detail. O TOCA 2: TOURING CARS Codemasters - PSM40 - 9/10 - Racing

simulation An improvement on the original, It's still one of the best racing games out there and lots of fun.

TOKYO HIGHWAY BATTLE

THO - PSM18 - 7/10 - Racing game Passable urban racer with the (sole) extra twist that you have to drive through city traffic.

O TOMB RAIDER

Core - PSM13 - 10/10 - 3D adventure The perfect balance of action and exploration. Popular heroine, too. At Platinum price, it's a must-have.

O TOMB RAIDER 2

Core - PSM28 - 10/10 - 3D adventure Who would have thought it could get better? But it has

O TOMB RAIDER 3

Core - PSM48 - 10/10 - 3D adventure Incredible. Stunning, Massive. Brilliant. It'll keep you playing for literally months.

TOMBI

SCEE - PSM36 - 8/10 - Platform The extra treat of puzzles and bizarre logic make this game appealing. A welcome surprise.

TOMMI MÄKINEN RALLY Europress - PSM35 - 8/10 -

Rally racer Disappointing when compared to other racers.

TOP GUN

Ocean - PSM10 - 6/10 - Shoot 'em up Reasonably proficient air combat sim. Not half as cheesy as the film.

TOTAL DRIVIN'

Ocean - PSM25 - 8/10 - Racing game A huge variety in tracks and cars but doesn't quite work as a single game

TOTAL ECLIDSE

BMG - PSM1 - 5/10 - Shoot 'em us Yet another repetitive and frustrating 3D blaster. Shallow and pointless.

© TOTAL NBA '96

SCEE -- PSM3 - 9/10 -- Basketball sim The perfect combination of accuracy and playability. Sweet hoop dreams,

O TOTAL NBA '97

SCEE - PSM19 - 9/10 - Basketball sim Better motion capture and a few graphical tweaks keep Total on too.

TOTAL NBA '98

SCEE - PSM34 - 8/10 - Basketball sim Realism over ease of play, but up there with the best. That said, lacks ground-breaking new features.

TRANSPORT TYCOON Ocean - PSM28 - 6/10 - Business

management sim You get to set up and run a transport network. Marginally more fun than it sounds

TRASH IT Rage - PSM19 - 6/10 -

Platform puzzier Full of original stuff, but gameplay flaws and measly time limits kill it.

TREASURES OF THE DEEP SCEE - PSM35 - 7/10 - 30 underwater shoot 'em uu

Ireads the line between arcade and sim. Slow, but satisfyingly complex

TRUE PINBALL Ocean - PSM4 - 7/10 - Yep, pinball





PARAPPA THE RAPPER PSM23 - 8/18 - Rep 'eax up We say: "Undoubtedly one of the most original computer games ever."



BABY UNIVERSE PSM38 - 4/10 - 30 Kale We say: "An amusing enough trifle. But who wants to pay £30 for a trifle?"



BUST A GROOVE PSMSU - W10 - Dencing aim We say: "Almost arousing to watch, sometimes repetitive to play."

FEB

PSM GAMES DIRECTORY



PSM28 - N/18 - Joy-riding cop killer

The inner city experience but with decidedly more deadness. Wear Kevlar when playing.

A comprehensive simulation of the pinball experience with many modes.

TUNNEL B1

Ocean -- PSM10 - 8/10 - Shoot 'em un Visually accomplished blaster which frustrates as much as it engrosses.

TWISTED METAL

SCEE - PSM2 - 7/10 - Driving game A crash and smash treat for two players, but rather dull for one

O TWISTED METAL 2 SCEE - PSM17 - 9/10 - Couch 'em up

A one-off. Stuffed with detail and thrilling racing action and crashing,



WITIMATE PARODIUS DELIVE Konami - PSM1 - 5/10 - Shoot 'em up Nostalgic 2D blaster. Belongs to an

age where coin-ops were 10p a go. UNHOLY WAR

Eidos - *PSM38* - 6/10 -Strategy/combat

Some good moments but unimately of very little substance.



บวกกก

Grolier Interactive - PSM38 - 7/10 -Strategic shoot 'em up Not recommended for the inexperienced or casual gamer

O V-RALLY

Ocean - PSM21 - 9/10 - Racing game Fine visuals and a plethora of tracks and cars combined to near excellence in this tricky racer.

O VANDAL-HEARTS

Konami - PSM20 - 9/10 - RPG A careful blend of rivetting plot, cute animation and great gameplay.

V-BALL: BEACH VOLLEY HEROES GTi - PSM34 - 8/10

volleyball sim A very pleasant surprise. Simple but lots of fun. Get a friend round.

VERSAULES

Cryo - *PSM36* - 5/10 -Historical adventure Occasionally clever, mostly dull, uninvolving and educational.

VICTORY BOXING JVC - PSM14 - 8/10 -

Boxing sim A thinking man's beat 'em up with plenty of long-term challenge.

VICTORY BOXING 2 JVC - PSM38 - 8/10

Roxing sim The best boxing game around. Fight fans will love it.

VIEWPOINT

EA - PSM2 - 5/10 - Shoot 'em up

Xevious-style isometric blaster with lush visuals. Not for the uninitiated.

VIGILANTE 8

Activision - PSM34 - 7/10 - Driving combat name

Enjoyable in two-player mode, and sharp-looking. But Twisted Metal 2 is much better

Ocean - PSM35 - 6/10 -Flight shooter

Duff graphics and outdated gameplay. A waste of time.

VIRTUAL GOLF

Core - PSM8 - 5/10 - Golf sim Ugly as a pair of golfer's slacks, but challenging in the long term.

VIRTUAL POOL

Interplay - PSM16 - 8/10 - Pool sim Superbly presented and robustly playable. Lacks beer-stained baize.

VMX RACING

Funsoft - PSM33 - 3/10 - Matorbike racing sim infuriating and tedious. The pits.

VR BASEBALL

Interplay - PSM21 - 5/10 - Baseball sim An unexciting and unemotional sim which is more laughable than real.

THO - PSM34 - 7/10 - Beat 'em up Not the best, but sufficiently different to be worth buying



O WARCRAFT 2

FA - PSM22 - 9/10 - Combat strategy More depth and detail than C&C but perhaps not quite as addictive, with the same control problems

WARGAMES: DEFCON 1

EA - PSM35 - 8/10 - Shoot 'em up Unchallenging, but plenty of missions and dual scenarios

WAREONS

GTi - PSM22 - 3/10 - 30 heat 'em un Little more than a terrible 3D version of Mortal Kombat. Rusty and rigid.

WARHAMMER

EA - PSM12 - 8/10 - War game A tough, challenging combination of war sim and God game

WARHAMMER: DARK OMEN EA - PSM32 - 8/10 -

Real-time strategy Excellent fantasy strategy game with improved graphics and gameplay.

WARHAWK

SCEE - PSM2 - 8/10 - Combat flight sim Addictive and varied sim, providing a

difficult, but rewarding experience. WAYNE GRETZKY'S 3D HOCKEY '98

GTi - *PSM31* - 4/10 - Ice hockey sim its inadequacies are many, its longterm appeal low.

WCW NITRO

THQ - PSM34 - 5/10 - 3D

wrestling sim

Disappointing, It's hamstrung by an uninspired control mechanism.

WCW VS THE WORLD THQ - PSM20 - 6/10 -Wrestling sim

Plenty of characters and great moves. The gameplay is flat and dull.

SCEE - PSM37 - 9/10 - RPG Slick, polished and above all, fun. A must for any RPG fan.

WILL

Interplay - PSM37 - 7/10 - Platformer Outdated and not as good as many other platformers

WILLIAMS ARCADE'S GREATEST HITS

GTi/Williams — *PSM7* — 7/10 — Retro compilation

Age shall not weary them. Not much anyway. Defender is still the biz.

WING COMMANDER III

EA - PSM5 - 6/10 - Space combat Great movie, great acting. Gameplay? None, they forgot that bit.

WING COMMANDER IV

EA - PSM21 - B/10 - Space combat A huge improvement on the previous title. Plenty of scope and depth.

WING DVFR JVC - PSM26 - 6/10 - Arcade flight sim

Nice idea, but average graphics and repetitive gameplay.

WIDERNIT

Psygnosis - *PSM1* - 8/10 -Racing game

Dizzying pyrotechnic racer set in the near-future. Marvellous soundtrack.

O WIPEOUT 2097

Psygnosis - PSM12 - 9/10 -Racing game

Improved gameplay and brilliant linkup option keeps this ahead of all the racing rivals. Platinum? BUY!

O WORLD CUP 98

EA - PSM34 - 9/10 - Football sim Took a while to arrive, but this could be the ultimate footie sim.

WORLD CUP GOLF

Ocean - PSM5 - 6/10 - Golf sim Gets the basics right, but pales into insignificance next to PGA Tour.

WORLD LEAGUE BASKETBALL

Mindscape - PSM30 - 5/10 -Raskethall name Incredibly short of greatness.

WORLD LEAGUE SOCCER

Fidos - PSM33 - 7/10 - Football sim A player that's always a challenge. No flash, no licence - the business.

Ocean - PSM2 - 7/10 - Puzzle game Much-admired for its originality but it lacks both visual style and lasting appeal.

WRECKIN CREW Teistar - PSM34 - 7/10 - Arcade style racer

A bright and pleasant change from simulation-style games. Not taxing, but fast and frantic

WWF: IN YOUR HOUSE

Acelaim - PSM15 - 5/18 -

Wrestling sim

Captures the rank stupidity of the sport, but looks basic and aged

WAR TIME

Acctaim - PSM37 - 7/10 -

Wrestling sim

A looker but let down by the usual wrestler faults, if only gameniay matched visuals. It still sells well

WWF WRESTLEMANIA

Acclaim - PSM2 - 8/10 -

Wrestling sim

Amusing and more fun than other po-faced fighters of the time



X-COM- ENEMY UNKNOWN

Microprose - PSM1 - 8/10 - Strategy Atmospheric and complex strategy title Constantly demanding

X-COM: TERROR FROM THE DEEP

Microprose - PSM14 -

8/10 - Strategy
Just as addictive and compelling in terms of gameplay as the first title

XENOCRACY

Gralier Interactive - PSM35 - 5/10 -

Shoot 'em up Too simple shooting. Disappointing game with disappointing graphics.

XEVIOUS 3D/G+

Namco - PSM23 - 6/10 - Shoot

'em up

Four versions of the classic blaster including a sl.ck 3D update

X-MEN: CHILDREN OF

THE ATOM Acclaim - PSM31 - 7/10 - 20 heat

'ет цр Good PlayStation conversion of an arcade game that's showing its age

X-MEN VS STREET FIGHTER EX

Virgin - PSM37 - 6/10 - Beat 'em up Why settle for a stylised comic-book when you can have Tekken 3?



SCEE - PSM29 - 7/10 - Real-time strategy game

Has its moments. But they are few.

Ocean - PSM4 - 7/10 - 30 beat 'em up Innovative combat style makes up for a deficit of opening appeal.

ZERO DIVIDE 2

SCEE - PSM39 - 5/10 - 30 beat 'em up Average and pretty disappointing fighting game.

OXTREME

SCEE - PSM17 - 6/10 - Skating sim

An almost unique sequel: it takes the original and ruins it.









Reload









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his week, Tales of Beauty and Power brings you Of Singular Purpose, the latest chapter in Ryan Foley's ongoing Wonders of an Ancient Glory storyline." Yes, it's true. A small group of budding authors have collaborated to bring

'creative writing' to the Net. Creative writing with Lara always as the protagonist and the scenes of the Tomb Raider series always as the backdrop. self-professed This no-

nonsense, far-from-average Lara site provides access to all stories ever written for the page. These include The Curse of Xingu, which sees Lara searching for a lost city, and A Plaque of Dreams in which

a young Lara receives a mysterious book and has to then confront the evil it brings about. There are also

links to the authors' home pages so you can let them know what you thought of their fan-fic. Apparently they are very popular among Crofties. Oh, and there is a guest book you can sign and leave a message in. A message like 'Lara is the sex PlayStation God.' (Which one fan wrote.) Not exactly Croft Original.

It would seem that the regular visitors to this site enjoy gazing upon its aesthetically displeasing appearance, because there are few complaints. Maybe it's time you took a visit.

Nadine Pittam

controversial ..

Tomb Raider Tales - http://network.ctimes.net/tales/

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an idiot, couldn't have predicted a premier showing from the basting lass. But even so, the remainder of the five toppermost of the hottermost is pregnant with big slammers. FIFA '99 clouts it's way in, as do a pair of fine sequels and the virtually omnipresent Abraham. Good showings also from hip stealth fest Tenchu down at 13, Nukem at 18 and Apocalypse at 16, a title which is very literally da bomb. Slightly less reasonable however, is the deeply mundane Small Soldiers, which appears by virtue of a licence tie-in undoubtedly - to be selling like heated B pastry items.



(NE) Tomb Raider 3 Eidos



n (NE) FIFA '99



(NE) Crash Bandicoot 3 SCEE



(NE) TOCA 2 Codemasters



(NE) Abe's Exoddus **U**GT

6 (5)	Spyro The Dragon	
7 (13)	Gran Turismo	
8 (4)	Music	
9 (8)	Tekken 3	
10 (11)	Colin McRae Rally	
11 (7)	Formula 1 '98	Psygnosis
12 (3)	Cool Boarders 3	SCEE
13 (9)	Tenchu	Activision
14 (NE)	Actua Soccer 3	Gremlin
15 (19)	Tomb Raider 2	Eidos
16 (NE)	Apocalypse	Activision
17 (17)	Small Soldiers	EA
18 (14)	Duke Nukem: Time	To Kill GTi
19 (16)	Premier Manager '9	8Gremfin
20 (23)	C&C Retaliation	Virgin
21 (10)	Michael Owen's WLS	' 99 Eidos
22 (25)	Actua Golf 3	
23 (20)	MediEvil	SCEE
24 (21)	Resident Evil 2	Virgin
25 (35)	Monopoly	Hasbro
26 (RE)	World Cup '98	EA
	Moto Racer 2	
28 (30)	Theme Hospital	EA
29 (26)	WWF War Zone	Acclaim
30 (18)	Colony Wars - Venge	ancePsygnosis
31 (33)	Constructor	Acclaim
32 (29)	NHL '99	EA
	Point Blank	
	Bust A Groove	
	Future Cop: LAPD 21	
	Victory Boxing 2	
37 (22)	ISS Pro '98	Konami
38 (12)	Breath Of Fire 3	Infogrames
39 (RE)	Alundra	Psygnosis
40 (34)	Madden NFL '99	EA



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PSM RECOMMENDS

APOCALYPSE (PSM40 - 8/10)



Barrel along as smoothpated, ex-comedy private eye. eating people's skin off with warm lead pelletism Expend whimsical wisecrackery to drag attention away from your inadequate dome

KENSEI: SACRED FIST (PSM41 - 9/10)



As your Cuban heel creates a catastrophe of splintered incisors and jellied nostrils, merely brush the human residue from your John Smedley duel ply and machinate further mashing

MR OWEN'S WLS '99 (PSM41 - 8/10)



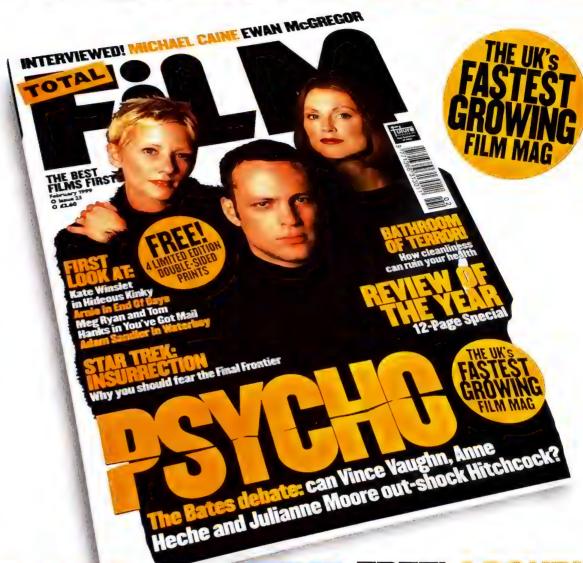
The country's biggest adolescent scrapes his face off and Pritt-Sticks it to this bloated orb punt-about. Trip and the abrasive soil will be less than compassionate to your legs

KNOCKOUT KINGS (PSM41 - 8/10)



Sidle, flit and mince betwixt elastic lengths, upon pileless carpetting Remain perpendicular, as with refined. gentlemanly grace you banish the gift of sight from your foe through fisting

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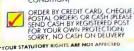
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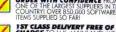
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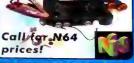
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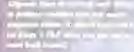
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42 PlayStation Magazine

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Metal Gear Solid

PUBLISHER:

Konam

STYLE

3D action/stealth

OGRAM:

Playable demo

actical Espionage Action. That's Metal Gear's subtitle and it does exactly what It says on the box. You are top secret agent Snake sent to infiltrate an enemy base. Full frontal assault would be suicidal so instead stealth is your watchword as you creep about throttling lone sentries, dodging security cameras and disarming all manner of traps. Hailed on its Japanese release as one of the finest PlayStation games ever, the finished UK version certainly doesn't disappoint even if, for Western gamers, it lacks a little in the lifespan department. This is a game that blends action, exploration and puzzling with even more power and guile than Tomb Raider 3. No, really. This playable demo lets you explore the dock, the compound and even penetrate the base's defences. Run around the tank hanger dodging the many guards. Enter the first-

Fork-Sit tase will leve the rendering of their torontics machinery in the new toring at their heartest

The finished game lets you explore deeper into the complex, blow holes in walls with explosive charges, take on tanks single-handed and battle an invisible ninja.

further information

You can find a massive in-depth review of Metal Gear Solid in this exact same magazine. Turn to page 80. And that's an order, soldier!

■ controls

D-Pad Mov

First-person view

Crouch/crawl

D Throw

Attack

invent

Inventory

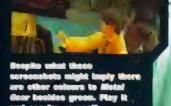
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floor basement. Avoid the Darpa chief in

the cell block if you don't want the demo to end early. Oh, and be careful out there...







PUBLISHER:

SCEE

STYLE:

3D puzzler

PROGRAM:

e always knew that puzzle games

dose of madness from Sony just

proves our point, Devil Dice takes the

idea of lining up blocks to make them

six-sided dice manipulated by a chirpy looking imp. The basic idea is to line up

of dice arranged in a vertical or

horizontal line. In practice this gets pretty complicated as quickly rolling up an adjacent block with the same number

uppermost results in an even bigger

detonation and single-dotted dice can

implosion. Let a die vanish beneath you

only be removed with a nearby

disappear one step beyond the sane with

the numbered faces to match the number

were the work of the devil but this

and you'll be stuck on the playing surface (where you can push dice about) and can only re-ascend by standing on a die as it is raised.

controls

D-Pad W/W Move dice Change view (Puzzle mode only)

■additional features

The complete game of Devil Dice can involve up to five players in the War mode or host a two-player head-to-head in Battle mode (not included in this demo version). Strewth.

further information Devil Dice was reviewed in PSM41 where it received a not-bad score of 7/10 and was described as "Definitely a game for the hardcore."









with Setan and tease and toss the m

oarders 3

- PUBLISHER:

SCEE

STYLE:

PROGRAM:

hen Sony passed the torch of its alpine racer on to new boys 989 Studios some wondered whether it was third time unlucky for piste fans. How many sequels could really be turned out? Happily, while this Boarders part trois does take a slightly different line from its predecessors it's just as much fun. The Downhill is made superbly treacherous by swathes of trees, rocks and cabins dotted across the wide courses along with jumps, rivers of ice and the odd snow plough. You might find the controls a little heavy at first but given some time (and possibly an analogue pad to make the controls feel smoother) the rhythmic swishage will begin to grow on you. This demo gives you a taste of the superbly designed Downhill section with one full course. Have fun, dude personl.

controls

D-Pad Move board

> Jump Sharp turn

00 80/CB

Punch right/left Switch position

Slow descent

■additional features

The full game features some 30 excellent courses spread across five mountains. There are 23 snowboards, 20 boarders as well as Halfpipe, Big Air and Slalom events

to try.

further

information Cool Boarders 3 was reviewed in PSM40 and received 8/10 where our reviewer deemed it "excellent." We can but only agree and say it's top.



Max Power Racing

PUBLISHER:

STYLE:

Arcade driving sim

PROGRAM:

he follow-up to the under-rated Total Drivin', Max Power Racing merges the arcade and simulation ends of the racing spectrum to deliver a fast and dangerous drive. The unique feature of Max Power Racing is that in the later stages some of the hazards are lethal - a plunge off a bridge will result in your immediate elimination from the race. In this demo such antics will only be punished with a time penalty. Here you get to race on a US track in the desert - be sure not to veer off-track as you ford the river.

■ controls Steer

Accelerate

Brake Handbrake Ó

Change view

■additional information The finished game features 30 tracks spread across 10 international locations. You get to drive 25 cars from a surefooted Renault Clio to the low-grip highspeed Max Power car.

■ further information We dish the dirt on Infogrames' latest racer in this very publication. Also check out page 13 and learn how the best racers can win a huge widescreen telly!



is of *Gran Turismo* and a whiff of Namco-style *Racer* action and air into a light, puce fondue. Stir and serve in a glass labelled *Max Power*.



- PUBLISHER:

STYLE:

Strategic shoot 'em up

PROGRAM:

rainspotters will bang on for hours about the virtues of 3D Defenderhomage Virus and now's your chance to see if the sequel, V-2000, is a classic. Featuring in its Full Flight mode one of the most original control systems ever, your job is to halt the advance of an alien virus by frazzling the hordes of mutants it creates. Your craft is shown from an outside view and there are two control methods on offer, the default Hovering mode and the trickier but more sophisticated Full Flight mode. In Full Flight mode your ship behaves like a Harrier Jump Jet so thrusting while horizontal will make you ascend while applying the throttle while tipped forward or back will speed you up/slow you down. Get practising, pilot!

■ controls

←/→

Bank left/right Forward thrust Backwards thrust

Fire Raise/lower guns

madditional information in the finished game you may need to save a certain number of humans, or transport people to different installations.

mfurther information Want to know more? Then look no further than PSM38 for the words and pictures coupled with a score of 7/10 and the comment "not recommended for the inexperienced or casual gamer."





+0.0km

6"

controls and the world You'll grow to lave it.



Official UK PlayStation Magazine

Ubl Soft

STYLE:

Diddy racing

PROGRAM:

Playable demo

f you're after an antidote to the po-faced realism of Colin McRae Rally and Gran Turismo then S.C.A.R.S. could be a breath of fresh exhaust fumes. In the complete version up to four players can race against each other on nine varied tracks ranging from an undersea obstacle course to a mad dash across the desert. The differences between the cars are a big part of the game's appeal whether you

pick the slow but sure Mammoth or the fast but slidey Rhino. There are sensible power-ups to collect like missiles, shields and turbos as well as the barmier stinger, stopper and magnet weapons

@controls

8 0

Accelerate Brake

Fire weapon

Steer

300 Swap weapon

Change view

Headlights

■additional information The version of S.C.A.R.S. available in the shops features six different characters and three playing modes. You can even create your own custom competition.



With a clear road ahead you've the perfect opportunity to build your lead.

further information S.C.A.R.S. scored 8/10 in our review in PSM36 where you'll find the lowdown on this accomplished arcade racer.



forget any madness of 'animals that can turn into curs' and get on with the frantic karting at hand.

Yaroze Hall Of Fame

Not for release

Arcade blaster

(Yaroze)

Between The Eves

Travel very fast through some psychedelic, patchwork tubing.

avoiding the sides, in a manta

ray-shaped craft. Difficult, but quite remarkable and fun once

you get the hang of it. Ooooh,

- PUBLISHER:

Not for release

(Yaroze)

STYLE:

Arcade racer

PROGRAM:

Walk into babies to make them follow you, then - blasting ghosts - lead them to the teleporter exit.

Blitter Boy

PUBLISHER:

STYLE:

PROGRAM:

■ controls

D-Pad

80 Fire forward lump

Move

Run

Strafe

Bouncer 2

- PUBLISHER:

Not for release

(Yaroze)

Arcada

STYLE:

PROGRAM:

Keep your tiny humans bouncing higher and higher as long as possible. This is a case of knocking the blocks in a homage to the wrinkly Arkanoid.

controls

Move see-saw Launch bouncer

Swap position

Clone

PUBLISHER:

Not for release

(Yaroze)

STYLE:

PROGRAM:

Doom was bound to spawn a Yaroze effort some time, and here it is. Run about a claustrophobic maze blasting semi-transparent, ropy zombies. Spooky!

■ controls

D-Pad Move

Fire Map



Controls Move craft D-Pad

feel those colours babyl







STYLE: Thrust clone PROGRAM:

The classic Thrust given the twoplayer treatment. How coo? Very.

Meantrols

Rotate €,→ Thoust Fire



PUBLISHER: Mot for m

STYLE: PROGRAM:

Enjoy a sort of futuristic Gauntlet

Controls

D-Pad



Terra Incoanita

PUBLISHER: Not for rolease (Yarone)

STYLE: PROGRAM:

Pick up boxes, throw boxes, jump in the air, wave your sword and explore your way around this arcane Japanese RPG.

controls

D-Pad Move 0 Interact



Mah longa

PUBLISHER: Not for release (Yaro

STYLE: Oricetal pur

PROGRAM:

Match tiles by clicking on the uppermost tiles or those at the edge of the playing area. The idea is to clear the board of tiles as quickly as possible. Press and hold Select on title screen for details of the controls.



Hover Car Racina

@ PUBLISHER: Not for release (Yaroza)

STYLE:

A stripped-down Micro Machines.

■ controls

D-Pad

0 Accelerate

Activate weapon



Total Soccer

PUBLISHER: Not for release (Verses)

Footio sim STYLE: PROGRAM: Full game

A brilliant Sensible Soccer clone, with different players' names.

controls D-Pad Move

800 Pass, tackle, shoot Strategy & substitutes

Replay



Haunted Maze

PUBLISHER: Not for release Clar

3D spooky maze g

PROGRAM:

Think of Pac-Man with zombies instead of ghosts and you'll get the idea of what this game's about. Just run about using the D-Pad.

PUBLISHER: Not for release Charco

Navigate a 3D maze dodging

ghosts and eating pills. Pac is

Raise camera

Lower camera Move camera over

coneman Move camera behind

coneman Close view

Far view

most definitely back.

controls

D-Pad 800

Ó

controls

D-Pad Move

STYLE:

Pushv 2

PUBLISHER: Not for release (V)

STYLE: PROGRAM:

Use your blob to push boxes over

the crosses, which then vanish, enabling you to move up to the next level. Addictive!

Controls D-Pad Move



Rocks 'n' Gems

PUBLISHER: Met for re

STYLE:

PROGRAM:

Collect diamonds and avoid being crushed by rocks. Just like the old fave Boulderdash it's all against the clock. Collect the gems before the ever stricter time-limit expires and gain access to the next level. What starts as a simplistic bit of fun becomes a life-hogging quest for victory. Quite possibly the tricklest (and the best) game on show here.

econtrols D-Fad Move

WONO 2034 #0 60



A Bua's Life

PUBLISHER:

STYLE: 3D Advent

PROGRAM:

Your chance to see just how gorgeous this platformer for the young and young at heart is shaping up to be. Based on the Disney film, you control an ant called Flik who has to jump on bulbs, collect pellets and traverse the warren-like tunnels of the ants' nest without getting eaten by beetles, mantises and worms.

Metal Gear

PUBLISHER: STYLE:

No.

PROGRAM:

SCEE

We just can't get enough of Konami's secret agent sim and just to prove what great moments await in the full game we've got a special video segment of our Solid Snake in action. Can anyone spot the poetic license used at the end of the video? Write in to PSM at the usual address if you can.











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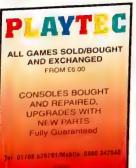
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THIS MONTH: THRILL SEEKERS, CHEATED FOR CHEATS, BEDTIME STORIES, PUTTING OUT RUBBISH, POSTER ENVY, SPINDLE DOCTORS, AND SOME...



KILLING THRILLS

of decency and taste

moth of which are

Once again, the games industry has chosen to treat us like children. I thought the PlayStation was at the forefront of creating games for older games players such as myself. Yet it is insulting to think that in this day and age I am still not allowed to choose for myself what I should and shouldn't play What am I talking about? Thrill Kill

According to your information Electronic Arts had purchased "various Virgin Interactive properties." You then went on to say that the game in question would not be released on grounds

that is the issue here, rather than specific games or indeed tilms ort or literature the light of day . . . if if

the correct age ranges. By all means, give the game a strict age certificate, slap as many "not suitable for children" stickers on it as you want, restrict the number of outlets it is sold at, but for heaven's sake, release the damn game! There are those of us who are not so easily offended and are mature enough to know that it's just a game! From what I could see the game had a "twisted" humour about the whole thing: it's not like it was advocating a way of life or something. I don't think people will be playing the game and suddenly

doubt the problem lies with the game. I am just like any other person. The games in my home would take pride of Gran Turismo, Resident Evil 2, Final the exception of Resident Evil 2, none of which could be claimed as overly violent or disturbing. For me, a game does not

someone up whilst dressed as a midget

on stifts!" But, if they do then I very much

Phillip GW Smith

subject matter of games being suitable for thinking Hey, I think I'll just go beat

subjective things). Now, I have no objection to being careful about the

place in any PlayStation owner's collection. Fantasy VIII, Tekken 3, ISS Pro '98, Bust-A-Move, Wipeout 2097 and so on. All quality games, you will agree no doubt and, with have to be brimming over with blood and gore, but if it is then leave it be!

Yet again, it is the concept of censorship While moaning that Thrill Kill may never

POKE ME

I am writing to say how appalled I am with the cheats in the PlayStation magazine. The cheats pages only show the more popular games and new releases, for example WWF War Zone Grand Theft Auto and Gran Turismo no PlayStation magazine I have purchased has shown any less popular games. By the less popular I mean games less talked about among some friends, for example Soviet Strike, Lone Soldier and International Track And Field. I have purchased five PlayStation magazine copies now and not one shows the cheats some people might need. On the other hand I have purchased two copies of a different magazine that show me everything I need to know. If no action is taken towards this matter I shall never waste five pounds of pocket money, which I have saved, on a pointless magazine. However, I would ask you to reply to this letter and if something is to be done or not to be done I would like to know about it. Also

before I conclude many of my friends

say the same thing that no cheats we

really need are put in the Official

PlayStation Magazine. John Henderson Tyne & Wear

Unfortunately the answer we must give is rather similar to that of the previous letter. It's all about spacial restrictions While it may not feel like it to you, more people actually want help on the current big games. And after running

coverage on them, we are at a loss for space. Help for you, comes in the form of The Official Tips Magazine. A quarterly tomb, absolutely heaving with all manner of hintery. It covers the older titles too, so worry not John, assistance with the more

archaic elements of the PlayStation's oeuvre, is just a trip to the newsagent away





if you want a dedicated cheats magazine on older games look out for *Official* PlayStation Tips Magazine.

Letters

LESSONS IN STRIFE

am writing to commend you on your recently published review of Tomb Raider 3, which was well worth every dollop of ink used. It confirmed my suspicions that this will be the game which I will dream of being in my stocking come 25 December, along with, of course, a Dual Shock analog controller. 2 But TR3's superb review is not the only point which I STAR wish to bring to your attention. Oh no! On reading some of your last few mags I have decided that, with all of the coming game releases, such as FFVIII, I

have decided that I need to be allowed to play my PlayStation until at least 10 o'clock, (in preference to only an hour or two per night, if I have no homework,

I have decided to choose your mag to convey this message to my parents as I trust you sincerely even though I have only been a reader for a mere four months.

Yours desperately, Stuart Taylor (aged 14)

While we offer commiserations on your house-rules, we, on the other hand, cannot help but agree with them. Number one: we would be wrong to go against the suggestion made in all videogame manuals that you don't play the game for

before a 15 minute break. This is a health warning and should be treated with respect. And number two: whether you have homework or not (and yes, we know you've heard this drone before) education is of far more consequence to you than videogames. Even if you have a hankering to get into the videogames industry you will need

longer than an hour.

suitable qualifications. All the PSM gentlefolk endured years of academia to attain a position among the greatest minds of their generation. And so must you. Enjoy your gaming and enjoy your schooling. "I believe the children are our future," as Whitney Houston elegantly bawled. PSM must agree.



the pages, if you count them You then go

on to praise the rest of the mag and

inform all that your point has been well

are wrong? That you can't count? Really

I've been collecting and reading

PlayStation magazine for about

obviously the best in the UK

The latest previews, cheats,

facts and demos of the latest

games make this true, but I feel

posters into the magazine, as

something is missing. To make the

magazine better, you could insert

a year now and you are

how rubbish

POST-IT NOTE

Bucks

and truly put across. What point? That you

SPINDLY KILLER SIS

I am really hacked off at the moment because I have found my PlayStation broken, and naturally I blamed my sister but she insists that it wasn't her. Anyway, the part that is broken is the small plastic spindle, which the PlayStation game CD sits on. I have asked a lot of PlayStation wizards at school about how much it would cost to get a new small black spindle and they say I might have to buy a new metal thing to sit inside the PlayStation. They told me that it may set me back around £30 (which I haven't had in a long time). Please help find someone who can sell me the small plastic thing for a few pounds. It would be interesting for

you to find out, as it may happen to you. I can't ask you enough, to help me find just a small plastic disc with three balls on.

P.S. My sister has confessed now, and she said it just came out when removing the CD. And also, my PlayStation is two years old at Christmas, if this information is useful.

William James Kent

The best thing we can do is to refer you to the Sony Careline The number is 0990 9988 *** and is populated with a bunch of very helpful gentlefolk who will be able to assist on all types of technological conundrums Seek them out

DEPTH CHARGE

I have all but the first issue of your mag, and this is the second letter I have sent to you, the first one being on the topic of stupid letters being printed, a bit like this one I

suppose. I am referring to the letter I have just read today, 25 November, entitled, LACKING DEPTH" by Chris Montgomery The topic was how the people in the crowd in videogames, appear as cardboard cut outs

ENTERPRISING KIRK

am writing to say how rubbish the new layout of the magazine is, now don't get me wrong, it was good until you changed it. On your tips page you only show one or two games at a time. But there are some good changes like your A Z of games and your top five games of different types like sports, shoot 'em ups and so on. Now I have put my point across I can't wait for the mag to

> Kirk Ingram, Essex

> > How rubbish Youwords. You then say we show one or two james on the tips pages res we point out that their tips provided Tast e carried symmes Two games vo

The thing is Richard, it ali boils down to economics adoesn't it always). There is believe it or not, only a certain amount of paper for us to use each month. Do we use said paper to bring do we use, what would

pages, to produce a double's ded in ish/Lara wall mount? We feel readers would soon tire of a reduction in hard information, so currently we have no plans to produce a regular poster a short Sorn

I've observed that top football, PC and N64 magazines have posters and I think this makes them better than the competition Richard Cracknell

> ▲ Okay. So it's not poster sized, but you can still cut him out and pin him up.

The Official PlayStation Magazine

CONOR TOURT

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Well funnily enough I have been thinking about this topic for ages, and have come up with a way of solving the problem, at least for racing games, which are my favourites. Why don't the programmers simply put the cardboard cut-outs in the game, but make them only appear when the player's car reaches a certain speed. The rest of the time the crowd becomes animated, but only slightly to allow the game's speed to stay at its best possible.

An example of this is at the start of the race, when the player can actually see the crowd, and it appears to be moving and watching the action, then, say when the car is travelling at a speed greater than 30mph, the crowd becomes cardboard again. As this is the time when the player doesn't actually pay attention to the crowd. Then, if the player crashes into the scenery where there is a crowd member, the said spectator will look better because the speed of the gamer's car will be less than 30mph.

Kevin Preston, Cornwall

A nice idea, it seems to solve the problem well. Of course though, there is a 'but'l In order to create code which would firstly generate animated 3D polygona: figures and secondly, code which would tell your PlayStation when to display the different types of crowd, memory would be needed Memory which, when lost, may force the quality of in-game graphics down, or indeed effect the way the thing actual y plays. This would perhaps be rather more detrimental to a PlayStation game than a group of overly thin spectators. That said, it remains an interesting premise. Developers take note

UNDER 12S

I have a suggestion to improve your magazine. Why don't you get together a group of Under 12s and ask them to write about games for the under 12s. Because they are under 12 they know what other under 12s want and will enjoy.

Marc Fitzgibbon Cardiff

Your letter is unfortunately the reason why the under 12s don't write for the under 12s about games the under 12s might be interested in. You used the phrase under 12s four times in 46 words Fraid it doesn't make for great reading Perhaps you might be interested in our braind new sister title PlayStation Max which does, very much, cater for the under 12s.

FORMULAIC

Having just read the Feedback section of *PSM40*, I feel compelled to write, in order to express my utter contempt for both you and the screaming loonies who write in to your filthy magazine.

Obviously anyone who writes to magazines of this type is either totally mental or seriously deranged (or both, and deserve nothing less than a life of degradation and mud eating. The only reason I got your magazine in the first place was because the animal on the

cover fooled me into thinking it was a natural history mag. However, it took me no more than 200 pages to realise that it was in fact some kind of disgusting pastime mag for spotty friendless idiots, bereft of love, lives and sanity.

Why a decent company like Future Publishing would allow scum like you to produce this tripe is, frankly, beyond me, and both you and your sweaty in-bred readership deserve to be locked in a cellar till all your bits drop off.

Also, when is Legacy of Kain: Soul Reaver due out?

ANON

The build. The build. It's building. Nearly there. Bammo! The pay off. Well done, you have mastered the basic equation of comedy. You are well up there with Billy Pearce and maybe even Mike McClean, Britain's top Children's TV presenter

MUSIC SOUNDS BETTER WITHOUT YOU

Music?... I suppose you could call it that but I've got a better name for it. Crap. Lets fact it, 90 per cent of the prerecorded riffs and baselines are cheesier than a wedge of Stilton. The riff editor was a good idea as it allowed you to get around this. But what about the drumloops? Oh dear. I heard better beats the time my grandma



fell down the stairs. Why couldn't a drum machine feature have been included instead of the tacky Cyber Space videos?

The riff editor and a drum machine option would've made the game worth buying as it would've let you totally avoid all the embarrassing sounds and beats altogether. I know Fluid doesn't compare to the sequencing side of Music but at least you could come up with something sounding half decent and not like a demo on a Bontempi keyboard. And who had the idea of putting in the cringe worthy vocal samples? No one wants to make a tune with some prat with an even more annoying voice than the DJ off Cool Boarders 2, surely!... GRAAAVITY!

Krum Rochdale, Lancs

There was no suggestion within the review that Music was an amalgamation of all that is Black Twang, Depth Charge on Bunazzech. It was merely pointed out that should one lancy the chance to have rape at an atong some moffensive dance one could its a harmless enough pairs of off whe and judging by its performance or could in the software charts, it has brought pleasure to many.

SILENT NOISE

I'm more of a guitarist than a gaming enthusiast, but that's not to say I don't take an interest in your magazine, which my brother buys every month. So I was seeing what was on your demo don't demo across that video of Silent Hill. The graphics were incredible, but what really stood out was the music. I listened to it again as I thought it was brilliant. So who's it by and where can I get it?

Phil Ward Manchester

The Sound Director is one Akira Yamaoka and the music CD will certainly be released in





Japan. So you could import it. Or, if

the game is a big enough hit, it could

warrant an English CD release too 50

there you go

DAFT FUNK

I am writing to you on behalf of a work colleague of mine, Mr Aaron Toop. He claims that you can play a PlayStation game and a music CD at the same time on one PlayStation. Myself and numerous other work colleagues have told him and have explained that it is impossible to do that. His theory is that you load up your game and once it is loaded, you take it out and replace it with the music CD. Then, once the music CD has loaded in, take it out and replace it with the game CD. I know that this cannot be done, and have told him. Yet he will not be leve me (or anybody else). Please could you print this letter in your

obvious answer.
Oliver Gillas
Berkshire

magazine with the

I'm very much afraid it is you that are wrong. Sort of. With some games the practice of substituting the game disk with that of a music CD will reap audible rewards. Certain games load all the level information in one go. Now, if during play the disk is accessed for merely audio files, it matters little what sounds are in the machine. When the PlayStation comes to a digital impasse the game will have to be replaced, to allow loading of the next section

All letters submitted are assumed to be for publication unless marked otherwise. We reserve the right to edit letters for reasons of space or clarity. Sorry we can't answer any letters personally.



The Official PlayStation Manney

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viewer.

NEXT MONTH IN PSM43



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Best known for his programming work for Grooverider's Mysteries Of Funk LP, funk-fuelled drum'n'bassist Optical is set to make 1999 his own with the release of Wormhole. Co-collaborating with the similarly feted Ed Rush, Wormhole is a mighty slab of dark junglist action riddled with spooksome samples and filthy basslines. Still, all work and no play makes Optical a dull fella so PSM caught up with him for a chat about Metal Gear, Manic Miner and playing Resi with his nostrils ...

So what was the first game you ever bought? You're taking me back now . Jet Set Willy was my formule on the Spectrum, an inforgettable game and one which signalled the Start of my gaming addiction We recently interviewed the Jungle Brothers and the Freestylers who consider themselves a bit tasty. Reckon you could take 'em on? Ha! I can whip em all together with my hands tied and just using my nose! At the moment I'm perfecting my against strategies and tactics for this kind of thing. Just set me a date and time and I'll he there. Showdown time! No samples in there yet I haven't really heard any sounds that would really sound my work. It I found a really good sample and it titled with the truck I'd definitely use it, but only it I could get away with it.

What games are you after at the moment? Why, you gonna give them to me? Fifa 99 should be very nice thank you. I'll give upon an address so you can send it to me!

Would you ever turn your talents to writing game music? I'd give my right arm to compose a score for a game. Photoek did it really well on WipeOut, it fitted the game down to a tee. I could do it as well. I would love to compose a score for a game like Resident Evil and I'd make it even more what do you reckon to metal Gear solid? moodly and atmospheric. Wicheel game! Can't beat it, only I recken it's a little short, rould have been a 16th longer but that doesn't stop the anjoyment. I got my copy from Sapan when I mas over there last. They got games months before us. Fave ever drum'n'bass tune? Anything by Otlinja

What does 1999 hold for Mr Optical then? Supern, Australia and the U.S vill act a real earful as well so that PlayStation should be entertaining! Look out for the Planet V album out on V Recordings, more suff on Virus Recordings and of course the Wormhole album

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